

1. GUARDIANES DE SEGORBE

Venue:	Valencian Community, Spain	Year:	2024
Sector:	Cultural heritage (museums, archaeological sites, etc.)		
Overview:	The project offers a novel cultural tourism experience that leverages augmented reality (AR) and geolocation technologies. Designed to be experienced in situ, this application guides users through various historical locations in Segorbe, integrating digital elements with the physical environment. It aims to enhance local tourism and cultural engagement through innovative technological solutions.		

Production process

Commissioner:	Public administration	Funding:	Segorbe City Council
Producer:	Universitat Jaume I (UJI)	IT staff:	Technicians specializing in AR
Collaboration:	The application was developed by a collaboration between the Universitat Jaume I (UJI) and the local authorities of Segorbe, bringing together expertise in technology, history, and tourism to create a unique and immersive cultural experience.		

Technical feature

Key features:	Augmented reality (AR), Mobile application
Software:	Video Gaming engine (Unity, Unreal, etc.)
Description:	The AR component enriches this experience by overlaying interactive digital elements onto the historical sites, creating a seamless blend of the real and virtual worlds.

User experience

Target user:	Toddler, Children, Teenagers, Young Adults, Adults, Elderly		
Allows Multiple Users:	Yes	Interaction among users:	No
Description:	Players engage with the game by moving through real-world locations where they face challenges and solve puzzles that are directly tied to their surroundings. This combination of geolocation services and augmented reality not only enhances user engagement but also provides an educational and entertaining way to explore Segorbe's cultural heritage.		



2. CASA BATLLÓ IMMERSIVE EXPERIENCE

Venue:	Barcelona, Spain	Year:	2021-present
Sector:	Cultural heritage related (museums, archaeological sites, etc.)		
Overview:	The Casa Batlló project has been significantly enhanced with a cutting-edge immersive experience that integrates various advanced technologies. The aim is enhancing the visitor experience and preserving the cultural heritage of this iconic site		

Production process

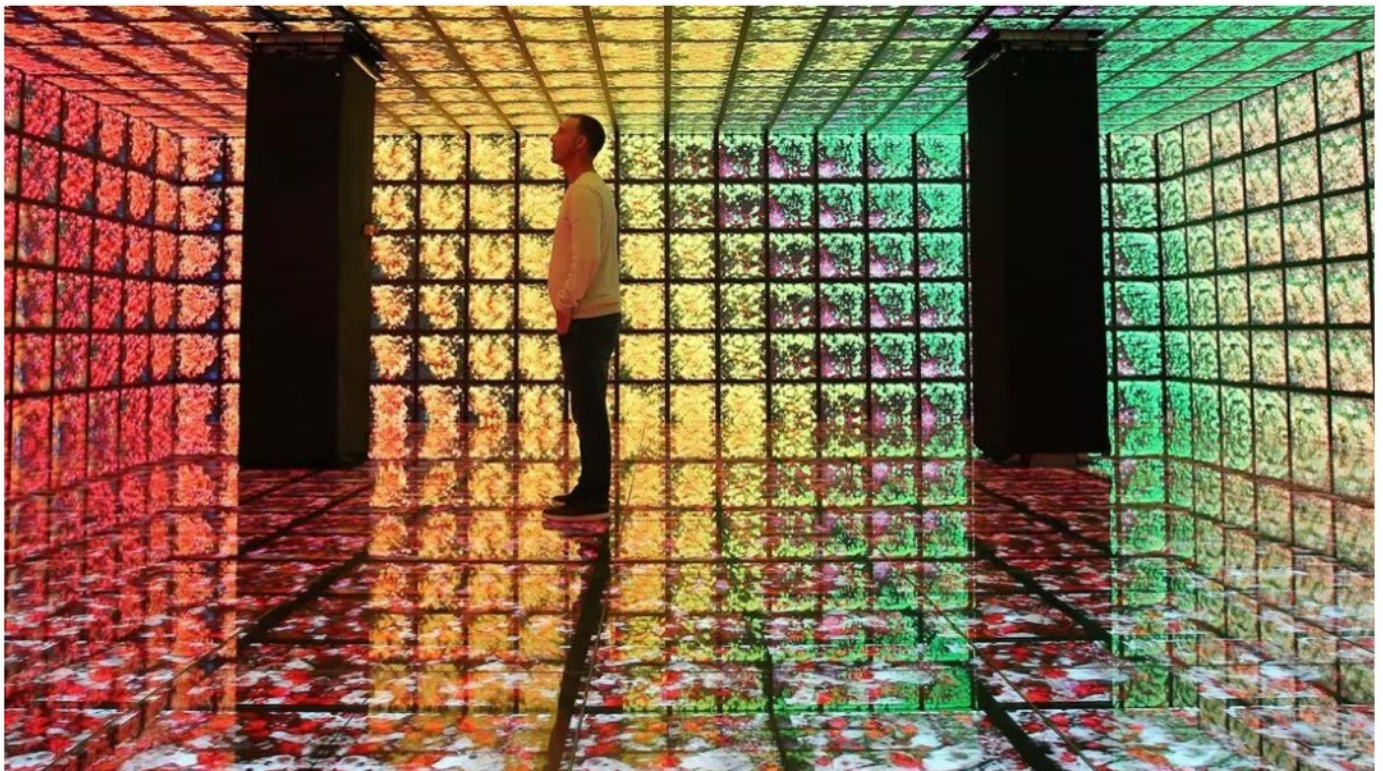
Commissioner:	The Bernat's family	Funding	Ticket sales, private investments
Producer:	IT team at Casa Batlló	IT staff	Dedicated internal team
CCI stakeholders	Designer, Artist, Architect		
Description:	The application and immersive enhancements were created by a multidisciplinary team of experts in technology, art, and cultural heritage. This includes specialists in augmented reality, artificial intelligence, sound design, and sensory experiences, ensuring a comprehensive and engaging visitor journey		

Technical feature

Key features:	AR, AI, Volumetric projections, Movement Sensors, Binaural sound, Multi-sensory Proposals
Description:	Unique immersive spaces have been created, allowing visitors to be completely surrounded by the art and architecture of Casa Batlló. The experience involves multiple senses, including smell, to create a holistic and immersive environment.

User experience

Target user:	Baby, Toddler, Children, Teenagers, Young Adults, Adults, Elderly		
Allows Multiple Users:		Interaction among users	
Description:	Visitors can use AR to see digital overlays on the physical environment, providing deeper insights and interactive content related to the architectural marvels and historical context of Casa Batlló. AI is used to personalize the visitor experience, offering tailored information and interactions based on individual preferences and behaviors. The experience involves multiple senses, including smell, to create a holistic and immersive environment.		



3. ARTE CONECTADO

Venue:	Zaragoza, Spain	Year:	2023-present
Sector:	Cultural heritage related (museums, archaeological sites, etc.)		
Overview:	Arte Conectado is an innovative project that merges technology with culture, offering a new way to experience the city of Zaragoza. It is designed for both tourists and residents who are looking to explore the city and enjoy personalized cultural and leisure experiences. Users can engage with various thematic experiences that enhance their exploration of Zaragoza, while also registering events, places, and experiences to earn experience points.		

Production process

Commissioner:	Zaragoza City Council	Funding:	Zaragoza City Council
Producer:	Private IT company	IT staff:	Engineer
CCI stakeholders:	Local historians, cultural organizations		
Description:	The development team comprises experts from Imascono, in collaboration with local historians, cultural organizations, and technology specialists. This multidisciplinary team ensures a rich, engaging, and educational experience for users while promoting the preservation and appreciation of Zaragoza's cultural heritage.		

Technical feature

Key features:	Virtual reality (VR), Augmented reality (AR), Mixed reality		
Software:			
Description:	Engages the community through mobile apps for real-time data contribution, promoting shared responsibility for cultural heritage preservation. Various data sources are integrated to understand the impact of environmental changes and personalize user experiences. High-resolution data from satellites and drones capture detailed images of monuments, aiding in the analysis of structural and chemical damage caused by environmental factors.		

User experience

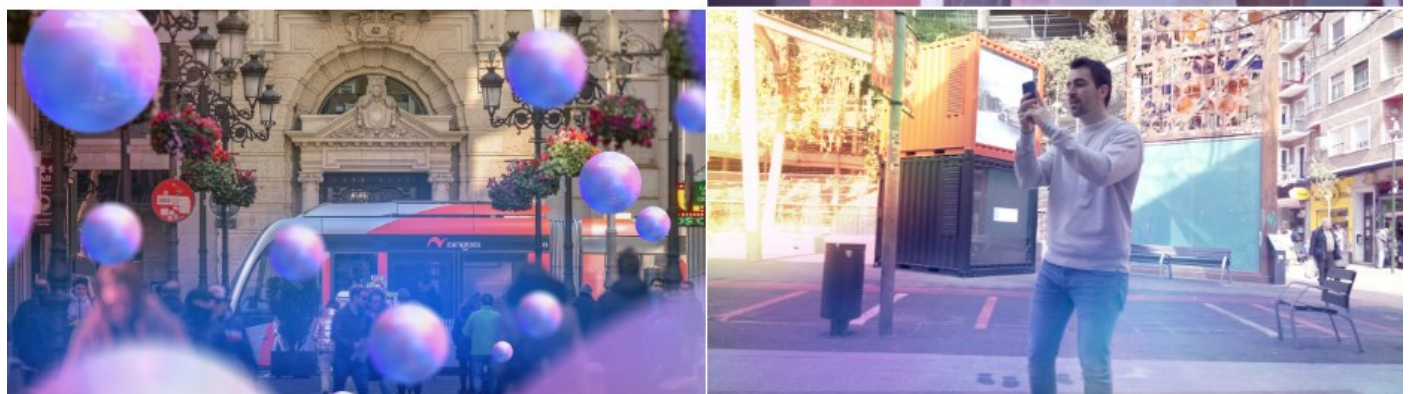
Target user:	Teenagers, Young Adults, Adults, Elderly		
Allows Multiple Users:	Yes	Interaction among users:	No
Description:	Users can interact with digital overlays that provide historical and cultural information about different sites in Zaragoza. AI personalizes the user experience by recommending tailored events, places, and activities based on user preferences and behaviors.		

Tecnologías

Realidad Aumentada

Sector

Turismo y Ocio



4. VIRTIMEPLACE-VIRTUAL HISTORICAL EXPLORATION

Venue:	Spain	Year:	2024
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	VirTimePlace is an innovative mobile application that transports users to historical places through immersive 3D virtual journeys. The app combines educational content with engaging gameplay to enhance the learning experience. This game system aims to deepen users' understanding of cultural heritage.		

Production process

Commissioner:	Arketipo Multimedia	Funding	Private investment and own funding
Producer:	A private IT company	IT staff	
CCI stakeholders	Historians, educators		
Description:	The development team at Arketipo Multimedia includes experts in 3D modeling, VR technology, game design, and cultural heritage. This multidisciplinary team collaborates closely with historians, educators, and technology specialists to create accurate and engaging virtual experiences that educate and entertain users.		

Technical feature

Key features:	3D modelling, VR, Game design
Description:	By integrating 3D virtual reality technology, VirTimePlace offers a unique way for users to explore historical sites and events, blending education with entertainment. The app's interactive games and immersive environments make learning about history an engaging and memorable experience.

User experience

Target user:	Tourists, History Enthusiasts, and Gamers		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Through various challenges and quests, users can explore historical facts, artifacts, and significant events, enriching their appreciation of heritage sites. It offers two main types of interactive experiences: (a) Virtual and Face-to-Face "Imcanas": Players can participate both virtually and in real-world settings, making the learning process interactive and dynamic. (b) BoP (Broadening of Perspective) Game System: Through various challenges and quests, users can explore historical facts, artifacts, and significant events, enriching their appreciation of heritage sites.		



5. IKONO - Immersive Art Experience

Venue:	Madrid & Barcelona, Spain	Year:	2021-present
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	IKONO is an innovative project that offers an immersive art experience through the integration of advanced technologies. Located in Madrid and Barcelona, IKONO provides a unique, multi-sensory journey that allows users to engage deeply with contemporary art. The multi-sensory approach and immersive environments make the art accessible and engaging, appealing to a broad audience and providing a memorable cultural experience.		

Production process

Commissioner:	IKONO	Funding	Private investment and own revenue
Producer:	Private company specializing in immersive art experience.	IT staff	
CCI stakeholders	Artists, designers, and curators		
Description:	The development team at IKONO consists of artists, technologists, designers, and curators who work together to create immersive and interactive art installations. Their expertise spans AR, VR, interactive design, and contemporary art.		

Technical feature

Key features:	VR, AR, Interactive installation
Description:	AR technology overlays digital art and interactive elements onto the physical space, enhancing the visual experience and allowing users to interact with artworks in new ways.

User experience

Target user:	Children, Teenagers, Young Adults, Adults, Elderly		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	VR environments transport users into completely digital realms, where they can explore and interact with virtual art installations. Interactive Installations are designed to engage multiple senses, including touch, sight, and sound. These installations often involve user participation, creating a dynamic and personalized art experience.		



6. AR-DE - AUGMENTED REALITY ART AND DESIGN CIRCUIT

Venue:	Barcelona, Spain	Year:	2022-present
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	AR-DE is an innovative art and design circuit that integrates advanced augmented reality and virtual reality technologies through a dedicated mobile application, offering users a unique and interactive experience. The app incorporates AR to provide customized digital artworks for each participating space. These AR artworks feature unique colors, textures, and interactive elements that enhance the physical exhibits		

Production process

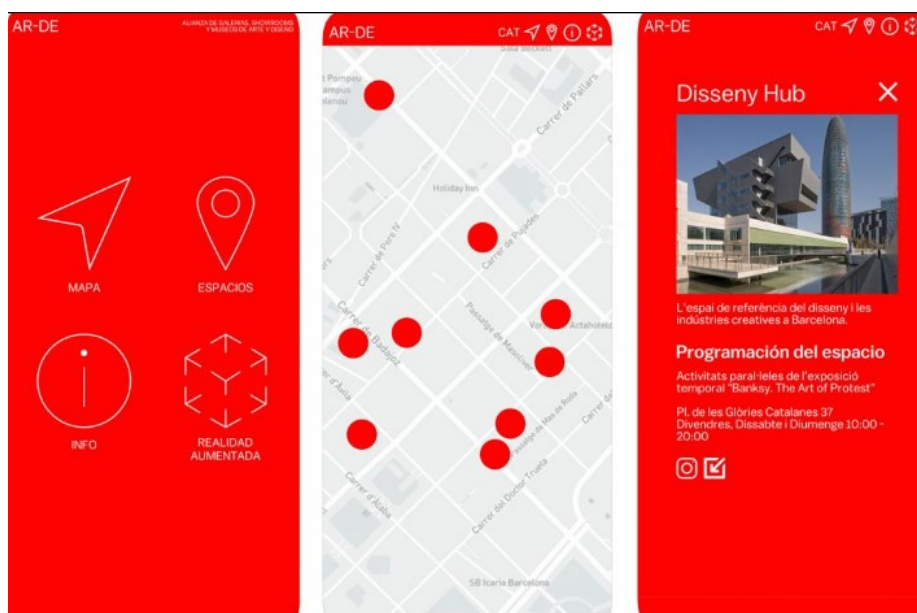
Commissioner:	Poblenou Urban District, Barcelona	Funding	Local businesses, cultural grants, sponsorships
Producer:	Private company specializing in immersive technologies	IT staff	Specialists, APP developer
CCI stakeholders	Artists, designers		
Description:	The development team consists of AR and VR specialists, app developers, and artists. This multidisciplinary team collaborates to create engaging and interactive digital content that complements the physical art and design spaces. The team works closely with the artists and designers participating in the festival to ensure that the AR and VR experiences enhance their works.		

Technical feature

Key features:	AR, VR,
Description:	By integrating AR and VR technologies, AR-DE transforms the traditional art and design circuit into a dynamic and interactive experience. The customized AR artworks and VR environments provide visitors with a unique way to engage with the festival.

User experience

Target user:	Art Enthusiasts, Tourists, and Local Residents		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Visitors can use their mobile devices to engage with the AR artworks, gaining deeper insights and enjoying interactive features that bring the artworks to life. Each participating space in the festival has its own customized AR artwork, providing a unique and tailored experience for visitors at every location.		



7. VELÁZQUEZ TECH - 360° SENSORIAL EXPERIENCE

Venue:	Madrid, Spain	Year:	2021-present
Sector:	Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	Velázquez Tech offers a unique 360° sensorial experience that immerses visitors in the world of Diego Velázquez's masterpiece, Las Meninas. This project utilizes advanced immersive technologies to create an engaging and educational experience.		

Production process

Commissioner:	Velázquez Tech	Funding	Private investments, sponsorships, and ticket sales
Producer:	Private company specializing in immersive art experience	IT staff	Owner team
CCI stakeholders	Art historians, musicologists		
Description:	The development team includes experts in video-mapping, holography, AR, VR, and art history. This multidisciplinary team works closely with art historians and musicologists to ensure that the technological elements enhance the authenticity and educational value of the experience. The collaboration ensures a rich, engaging, and informative exploration of Velázquez's work.		

Technical feature

Key features:	Virtual reality (VR), Projection, Video Mapping
Description:	By integrating 360° video-mapping, holograms, AR, and VR technologies, Velázquez Tech offers a comprehensive and immersive way to experience and study the masterpieces of Diego Velázquez. The combination of visual, auditory, and interactive elements provides a unique and memorable journey into the art and history of one of the greatest painters of the Spanish Golden Age.

User experience

Target user:	Art Enthusiasts, Historians, Tourists, and Students		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	AR elements are integrated into the experience, allowing visitors to interact with digital overlays that provide additional information and context about the artwork and its reinterpretations.		



8. GALIVERSO DE LOS MUSEOS - VIRTUAL MUSEUM EXPERIENCE

Venue:	Galicia, Spain	Year:	2024
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Visual arts and crafts (Fine arts, photography, crafts), Cultural and creative tourism		
Overview:	Galiverso de los Museos is an innovative project that allows users to enter a virtual version of the eleven museums managed by the Xunta de Galicia across the four Galician provinces. This virtual museum experience enables visitors to observe and interact with some of the most outstanding pieces preserved in the museum.		

Production process

Commissioner:	Cidade da Cultura de Galicia	Funding	Grants and sponsorships
Producer:	Private company	IT staff	VR and AR specialists, 3D modelers, software developers
CCI stakeholders	Cultural heritage experts, curators and historians		
Description:	The development team includes VR and AR specialists, 3D modelers, software developers, and cultural heritage experts. This multidisciplinary team collaborates with curators and historians from the participating museums to ensure the accuracy and authenticity of the virtual exhibits. The collaboration ensures a rich, engaging, and informative virtual exploration of Galicia's cultural heritage.		

Technical feature

Key features:	VR, AR
Description:	By integrating VR and AR technologies, Galiverso de los Museos offers a comprehensive and immersive way to experience and interact with the collections of Galicia's museums. The virtual platform not only enhances accessibility but also provides a unique and engaging educational resource, making the cultural heritage of Galicia available to a broader audience.

User experience

Target user:	Art Enthusiasts, Historians, Tourists, and Students		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Users can explore virtual replicas of the museums, providing an immersive and realistic experience of walking through the museum halls and viewing the exhibits. users can interact with the exhibits, through viewing detailed 3D models of artifacts, reading descriptions, and accessing multimedia content such as audio guides, videos, and interactive timelines that provide deeper insights into the pieces and their historical context.		



9. SOROLLA: A NEW DIMENSION - IMMERSIVE ARTISTIC EXPERIENCE

Venue:	Barcelona, Spain	Year:	2024
Sector:	Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	"Sorolla: A New Dimension" is an immersive artistic experience that explores the life and works of Joaquín Sorolla, a renowned Spanish painter. This project employs advanced immersive technologies to provide visitors with a captivating journey through Sorolla's masterpieces and artistic legacy.		

Production process

Commissioner:	Sorolla Expo Barcelona	Funding	ticket sales, private investments, cultural grants, and sponsorships.
Producer:	Centre d'Art Amatller, heritage preserving and promoting institution.	IT staff	Own technical team
CCI stakeholders	Art historians and curators		
Description:	The development team consists of experts in 360° projection technology, VR development, art curation, and education. This multidisciplinary team works closely with art historians and curators to ensure the accuracy and authenticity of the content presented. Their collaboration ensures that visitors receive a rich, engaging, and informative experience that honors Sorolla's artistic legacy.		

Technical feature

Key features:	VR, 360° Projections
Description:	By integrating 360° projections and VR technology, "Sorolla: A New Dimension" offers a comprehensive and immersive way to experience the works of Joaquín Sorolla. The project not only enhances the appreciation of Sorolla's art but also provides educational and interactive elements that deepen the understanding of his contributions to the world of art.

User experience

Target user:	Art Enthusiasts, Historians, Tourists, and Students		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	VR headsets transport users into a virtual space where they can explore Sorolla's life and works interactively. This includes virtual tours of his studio, re-creations of his painting processes, and immersive views of his most famous pieces. VR technology offers a deeper understanding and personal connection to Sorolla's artistic journey.		



10. XR LAS MÉDULAS

Venue:	Las Médulas, Spain	Year:	2024
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Cultural and creative tourism		
Overview:	XR Las Médulas is an innovative project that leverages cutting-edge digitalization to provide an immersive virtual experience of Las Médulas, a historic Roman gold mining site in Spain. The project integrates Extended Reality (XR) and Virtual Reality (VR) technologies to capture and convey the essence of this significant natural heritage site		

Production process

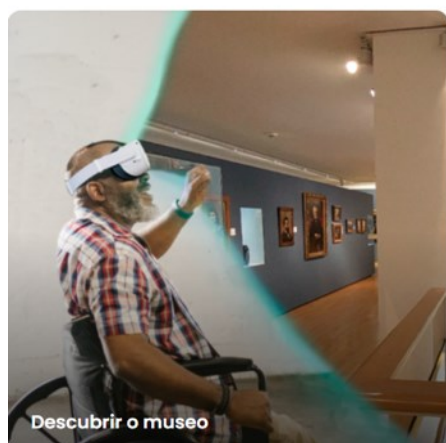
Commissioner:	Hispania Nostra	Funding	cultural grants, private investments
Producer:	Private company specializing in XR and VR technologies	IT staff	Technical experts
CCI stakeholders	historians, archaeologists, and environmental scientists		
Description:	The development team includes experts in XR and VR technologies, 3D digitalization, software development, and cultural heritage. This multidisciplinary team collaborates closely with historians, archaeologists, and environmental scientists to ensure that the virtual representations are accurate and educational. Their combined efforts ensure a high-quality, engaging, and informative experience.		

Technical feature

Key features:	XR, VR, 3D Digitalization
Description:	By integrating XR and VR technologies with high-resolution 3D digitalization, XR Las Médulas offers a groundbreaking way to experience and understand the natural and historical significance of Las Médulas. The project not only aids in the preservation of this important site but also provides an accessible and educational tool for a wide audience, enhancing appreciation and awareness of Spain's cultural heritage.

User experience

Target user:	Tourists, History Enthusiasts, Educators, and Students		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Visitors can explore the site's landscapes, mining structures, and historical context through detailed XR environments. VR headsets transport users into a fully immersive virtual recreation of Las Médulas. This allows visitors to virtually walk through the ancient mining site, view realistic 3D models of the terrain and structures, and understand the site's historical significance.		



11. REM EXPERIENCE - GAMIFIED TOURISM IN EL PLA DE SANTA MARIA

Venue:	El Pla de Santa Maria, Spain	Year:	2024
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Cultural and creative tourism		
Overview:	REM Experience is an innovative gamified tourism application designed to enhance the exploration of El Pla de Santa Maria's cultural heritage. The app leverages advanced immersive technologies to provide a fun, educational, and interactive way to learn about the town's monuments, places of interest, and historical buildings.		

Production process

Commissioner:	REM Experience	Funding	Local government grants, private investments, and partnerships with cultural and tourism organizations
Producer:	Private company specializing in creating gamified and interactive tourism applications.	IT staff	In-house technical team
CCI stakeholders	Local historians, educators, and tourism experts		
Description:	The development team includes experts in AR, 3D animation, software development, and cultural heritage. This multidisciplinary team works closely with local historians, educators, and tourism experts to ensure that the content is accurate, engaging, and relevant. Their combined expertise ensures a high-quality user experience that effectively promotes and preserves the cultural heritage of El Pla de Santa Maria.		

Technical feature

Key features:	AR, VR, 3D Animation, gamified approach
Description:	By integrating AR, VR, and 3D animation, REM Experience transforms the way visitors explore and learn about El Pla de Santa Maria. The gamified approach makes cultural heritage accessible and enjoyable for all ages, fostering a deeper connection to the town's history and contributing to sustainable tourism development.

User experience

Target user:	Tourists, local Residents, families, and gamers		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Users can point their mobile devices at various locations to see animations, receive historical information, and interact with 3D models of the town's landmarks. Users can visit El Pla de Santa Maria through various points of interest with the app, which offers step-by-step information, historical context, and insights into the significance of each location. Users can participate in gamified challenges and quizzes that test their knowledge about the town's history and cultural heritage.		



12. HUME - MIXED REALITY MUSEUM EXPERIENCE

Venue:	Various museums, Spain	Year:	2023
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	HUME is an innovative mixed reality format designed to enhance the museum experience by integrating real objects on display with virtual elements, providing a playful and interactive exploration of museum spaces. This project utilizes advanced immersive technologies to create a dynamic relationship between physical and virtual objects, observed through portable devices.		

Production process

Commissioner:	HUME, a private company specializing in AI solution	Funding	A combination of museum partnerships, cultural grants, private investments, and sponsorships
Producer:	HUME + Instituto de Diseño y Fabricación	IT staff	Experts in mixed reality, augmented reality, software development, sound design
CCI stakeholders	Museum professionals, historians, and educators		
Description:	This multidisciplinary team collaborates closely with museum professionals, historians, and educators to ensure that the content is accurate, engaging, and enhances the visitor experience. Their combined efforts ensure a high-quality, interactive, and educational experience that brings museum exhibits to life.		

Technical feature

Key features:	Mixed Reality (MR), Augmented Reality (AR), Surround Sound
Description:	By integrating MR, AR, and surround sound technologies, HUME offers a groundbreaking way to experience museum exhibits. The playful and interactive format makes cultural and historical content accessible and engaging, transforming traditional museum visits into dynamic and immersive educational journeys

User experience

Target user:	Museum Visitors, Art Enthusiasts, Educators, and Students		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Visitors use portable devices to interact with virtual objects that are superimposed on real exhibits. These interactions can trigger animations, audio descriptions, and additional information, making the learning process engaging and interactive. The relationship between the location of the portable devices operated by visitors and the virtual objects is dynamic. As visitors move through the museum, their interactions with the virtual elements change, creating a personalized and evolving experience.		



13. CATHEDRAL 1221 AR - AUGMENTED REALITY AND VIRTUAL REALITY APP

Venue:	Burgos, Spain	Year:	2023
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	Cathedral 1221 AR is an innovative mobile application designed to enhance the board game "Cathedral 1221" by integrating augmented reality (AR) and virtual reality (VR) technologies. This app provides an immersive way to explore the cultural heritage of Burgos through its iconic cathedral.		

Production process

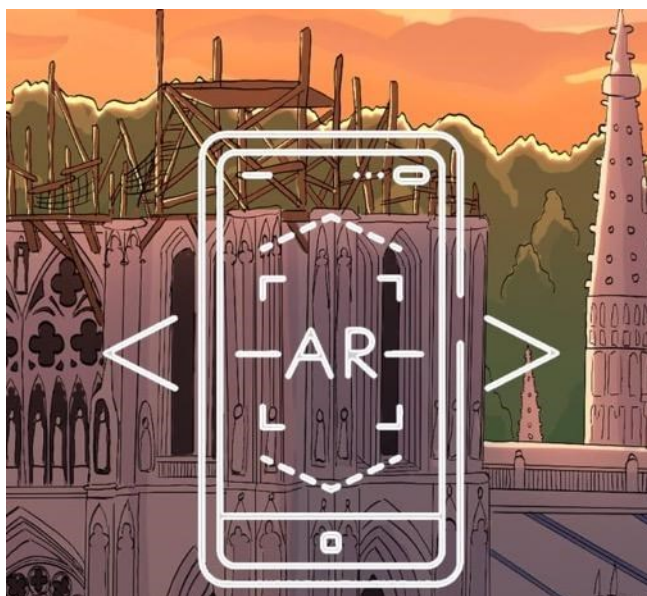
Commissioner:		Funding	Private investments, sales of the board game, and cultural grants
Producer:	Private company specializing in educational and cultural applications	IT staff	Experts in AR and VR
CCI stakeholders	Historians and educators		
Description:	The development team includes experts in AR and VR technology, software development, and cultural heritage. This multidisciplinary team collaborates closely with historians and educators to ensure that the digital content is accurate and enhances the physical board game experience. Their combined expertise ensures a high-quality, engaging, and educational application that brings the cultural heritage of Burgos closer to a broad audience.		

Technical feature

Key features:	Augmented Reality (AR), Virtual Reality (VR)
Description:	By integrating AR and VR technologies, Cathedral 1221 AR offers an innovative way to explore and appreciate the treasures of the Burgos Cathedral. The app not only enhances the traditional board game but also provides an immersive educational tool that makes learning about the cathedral's history and cultural significance both fun and engaging.

User experience

Target user:	Board Game Enthusiasts, History Buffs, Tourists, and Residents		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Users can view 360° photographs of the Burgos Cathedral. Users can interact with 3D models, zooming in to explore intricate details and learning more about the cathedral's history and treasures.		



14. CERRO DE LAS CABEZAS AR/VR EXPERIENCE

Venue:	Valdepeñas, Spain	Year:	2022
Sector:	Cultural and creative tourism, cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	The Cerro de las Cabezas AR/VR Experience is an innovative project that offers a digital and virtual recreation of the Cerro de las Cabezas Archaeological Park in Valdepeñas. This experience leverages VR and AR technologies to provide visitors with a detailed and immersive understanding of life in the ancient Iberian city.		

Production process

Commissioner:	Valdepeñas City Council	Funding	Municipal funds, cultural grants, and private sponsorships
Producer:	Private technological partners	IT staff	Experts in VR and AR technology, 3D modeling, software development
CCI stakeholders	Historians and archaeologists		
Description:	The development team includes experts in VR and AR technology, 3D modeling, software development, and archaeology. This multidisciplinary team works closely with historians and archaeologists to ensure the accuracy and educational value of the digital reconstructions.		

Technical feature

Key features:	Virtual Reality (VR) Glasses, Augmented Reality (AR) App
Description:	By integrating VR and AR technologies, the Cerro de las Cabezas AR/VR Experience offers immersive and interactive experience of the experience, which makes the archaeological site more accessible and engaging, enhancing visitors' appreciation and knowledge of this significant historical location

User experience

Target user:	Tourists, History Enthusiasts, Educators, and Students		
Allows Multiple Users:	No	Interaction among users	No
Description:	Visitors use VR glasses to immerse themselves in a highly detailed and realistic reconstruction of the Iberian city. Visitors can view reconstructions of buildings, interactive 3D models, and informational content about the site with the AR App.		



15. THE WHITE DWARF - VR PERFORMANCE INSTALLATION

Venue:	Athens, Greece	Year:	2022-today
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	"The White Dwarf" is a groundbreaking VR performance installation created by Yolanda Markopoulou that explores the history of the first atomic bomb and its creator, physicist J. R. Oppenheimer. This installation challenges the audience to participate in a holistic experience that seamlessly extends the virtual into the physical world and vice versa. The work juxtaposes Oppenheimer's scientific developments with the real story of Sadako Sasaki, a young victim of the Hiroshima bombing, merging scientific achievement with a poignant request for peace.		

Production process

Commissioner:	Onassis Culture, the Hellenic Ministry of Culture	Funding	Cultural grants, and private sponsorships
Producer:	Artist Yolanda Markopoulou	IT staff	VR specialists,
CCI stakeholders	Filmmakers, historians, and interactive installation designers		
Description:	The development team includes VR specialists, filmmakers, historians, and interactive installation designers. This multidisciplinary team collaborates closely to ensure that the content is historically accurate, emotionally engaging, and technically seamless. Their combined expertise ensures a high-quality, impactful, and educational experience for audiences worldwide.		

Technical feature

Key features:	Virtual reality (VR), 360 Video, Projection, Audio system, Light system
Description:	The 30-minute VR film, presented in English, immerses the audience in a narrative that intertwines the scientific journey of J. R. Oppenheimer. The physical setup at the Benaki Museum and other venues engages visitors in the immersive space, creating a sensory-rich environment that enhances the storytelling

User experience

Target user:	Art Enthusiasts, Historians, Peace Activists, and General Public		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	The physical setup at the Benaki Museum and other venues invites visitors to engage with the space around them, creating a sensory-rich environment that enhances the storytelling. Participants become part of a scientific experiment that changed humanity forever, experiencing the emotional and ethical dimensions of nuclear technology		



16. A JOURNEY THROUGH TIME - THE IMMERSIVE EXPERIENCE

Venue:	Athens, Greece	Year:	2024
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Cultural and creative tourism		
Overview:	"A Journey Through Time: The Immersive Experience" is a unique audiovisual display designed to celebrate the 150th anniversary of the Hotel Grande Bretagne's continuous operation. This exhibition invites visitors on a captivating journey through the hotel's rich history using advanced projection mapping and interactive elements.		

Production process

Commissioner:	Hotel Grande Bretagne	Funding	Private investment, cultural grants, sponsorship
Producer:	Leading experts in projection mapping and immersive technology	IT staff	Specialists in projection mapping, audiovisual technology, interactive design
CCI stakeholders	Historians and curators		
Description:	The development team includes specialists in projection mapping, audiovisual technology, interactive design, and history. This multidisciplinary team works closely with historians and curators to ensure that the content is accurate, engaging, and reflective of the hotel's illustrious history. Their combined expertise guarantees a high-quality, immersive, and educational experience for all visitors		

Technical feature

Key features:	Projection, Audio system, Light system
Description:	Special projection mapping technology is used to display historical images, videos, and animations on various surfaces within the Grand Ballroom. By combining visual spectacle with rich audio and interactive storytelling, the exhibition creates a memorable experience that resonates with visitors, leaving them with a deeper appreciation for the hotel's heritage

User experience

Target user:	Hotel Guests, History Enthusiasts, Art Lovers, and the General Public		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	The immersive experience takes visitors on a chronological journey, highlighting key moments in the hotel's 150-year history. The exhibition combines sounds, music, and narrated stories to enhance the visual projections, creating a fully immersive sensory experience. This integration ensures that visitors are not just viewers but participants in the historical narrative.		



17. DALÍ CYBERNETICS SKG - IMMERSIVE EXPERIENCE

Venue:	Thessaloniki, Greece; Madrid, Spain	Year:	2024
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	The Dalí Cybernetics SKG - Immersive Experience is an avant-garde fusion of art, technology, and interactive media, inspired by the surrealistic visions of Salvador Dalí. This cutting-edge installation transports visitors into a dreamlike digital landscape where the boundaries between reality and imagination blur		

Production process

Commissioner:	Dalí Cybernetics SKG	Funding	private investments, cultural grants, ticket sales, sponsorships
Producer:	Private company specializing in immersive technology, digital art, and museum curation	IT staff	Specialists in AI, VR technology, sensory design, and interactive media
CCI stakeholders	Art historians and Dalí scholars		
Description:	The development team includes specialists in AI, VR technology, sensory design, and interactive media. This multidisciplinary team works closely with art historians and Dalí scholars to ensure that the experience is both technologically advanced and true to the spirit of Dalí's work. Their combined expertise ensures a high-quality, immersive, and educational experience for all visitors.		

Technical feature

Key features:	Artificial Intelligence (AI), Virtual Reality (VR), Sensory Enhancements, Interactive Media		
Description:	AI is used to create dynamic and responsive environments that adapt to the visitors' interactions. VR headset allows participants to explore fantastical landscapes and interact with elements in ways that defy physical limitations. The installation incorporates sensory enhancements such as spatial audio, tactile feedback, and ambient scent diffusion.		

User experience

Target user:	Art enthusiasts, technology aficionados, tourists, and the general public.		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Users can interact with digital elements within the VR environment, triggering animations, uncovering hidden details, and influencing the virtual world around them. The experience guides visitors through a series of fantastical environments, each meticulously designed to reflect Dalí's surrealistic vision.		



18. THOLOS - IMMERSIVE VIRTUAL REALITY THEATRE

Venue:	Athens, Greece	Year:	2023-present
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.), Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	Tholos is a semicircular Virtual Reality "theatre" at the Hellenic Cosmos Cultural Center, which has been offering immersive experiences since 2007. This state-of-the-art facility presents digital productions created by the Foundation of the Hellenic World (FHW) and hosts various events such as product presentations, press conferences, meetings, and special events. Tholos and other facilities at Hellenic Cosmos, like the multifunctional "THEATRON," utilize cutting-edge technology to provide unique VR, AR, and XR experiences that transform the way historical information is disseminated.		

Production process

Commissioner:	Foundation of the Hellenic World (FHW)	Funding	Private donations, cultural grants, and ticket sales, sponsorships
Producer:	FHW, a culture reserving and promoting organization	IT staff	Experts in VR, AR, XR, digital content creation
CCI stakeholders	Historians, educators		
Description:	The development team includes experts in VR, AR, XR, digital content creation, and historical research. This multidisciplinary team works closely with historians, educators, and technologists to ensure the digital productions are accurate, engaging, and educational. Their combined expertise guarantees a high-quality immersive experience that brings Greek history to life.		

Technical feature

Key features:	VR, AR, XR
Description:	VR theatre allows visitors immersed in 360-degree digital environments. The integration of AR and XR technologies enhances the interactive experience, allowing visitors to see digital overlays on real-world objects and interact with virtual elements in physical spaces.

User experience

Target user:	Tourists, Historians, Students, and the General Public		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Visitors can actively participate in the digital productions, questioning and influencing the unfolding events. This interaction fosters a deeper connection to historical narratives and provides a dynamic learning environment		



19. 2GETHER INITIATIVE - IMMERSIVE VIRTUAL MUSEUM EXPERIENCE

Venue:	Thessaloniki, Greece	Year:	2023-present
Sector:	Visual arts and crafts (Fine arts, photography, crafts)		
Overview:	The 2gether Initiative at MOMus – Museum of Contemporary Art is a groundbreaking project funded by Greece and the EU through the EPAnEK program. This initiative aims to redefine art perception through a cutting-edge technological and conceptual framework, engaging participants in a unique virtual museum experience.		

Production process

Commissioner:	MOMus – Museum of Contemporary Art	Funding	Greece and the European Union through the EPAnEK program
Producer:	IT partners	IT staff	experts in VR technology
CCI stakeholders	Digital content creation, art curation, education, artists, and historians		
Description:	The development team includes experts in VR technology, digital content creation, art curation, and education. This multidisciplinary team collaborates closely with artists, historians, and educators to create an immersive and informative virtual museum experience. Their combined expertise ensures that the project meets high standards of accuracy, engagement, and educational value.		

Technical feature

Key features:	VR
Description:	VR brings famous artworks to life in an immersive virtual reality setting. The VR experience is enriched with interactive elements and educational content, making it accessible to a wide range of audiences.

User experience

Target user:	Art enthusiasts, tourists, local residents, and the global artistic		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Users are guided by animated avatars that serve as interactive guides, enhancing their understanding and engagement with the artworks. The initiative includes a digital platform that allows the artistic community to contribute to exhibitions and share real-time feedback. This crowdsourcing element fosters collaboration and ensures that the virtual museum experience remains dynamic and relevant.		



20. THE SPHERE - IMMERSIVE ENTERTAINMENT VENUE

Venue:	Las Vegas, USA	Year:	2024
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Digital Arts		
Overview:	The Sphere in Las Vegas is a state-of-the-art entertainment venue renowned for its immersive experiences, cutting-edge technology, and unique architecture. This venue aims to revolutionize the way audiences experience entertainment		

Production process

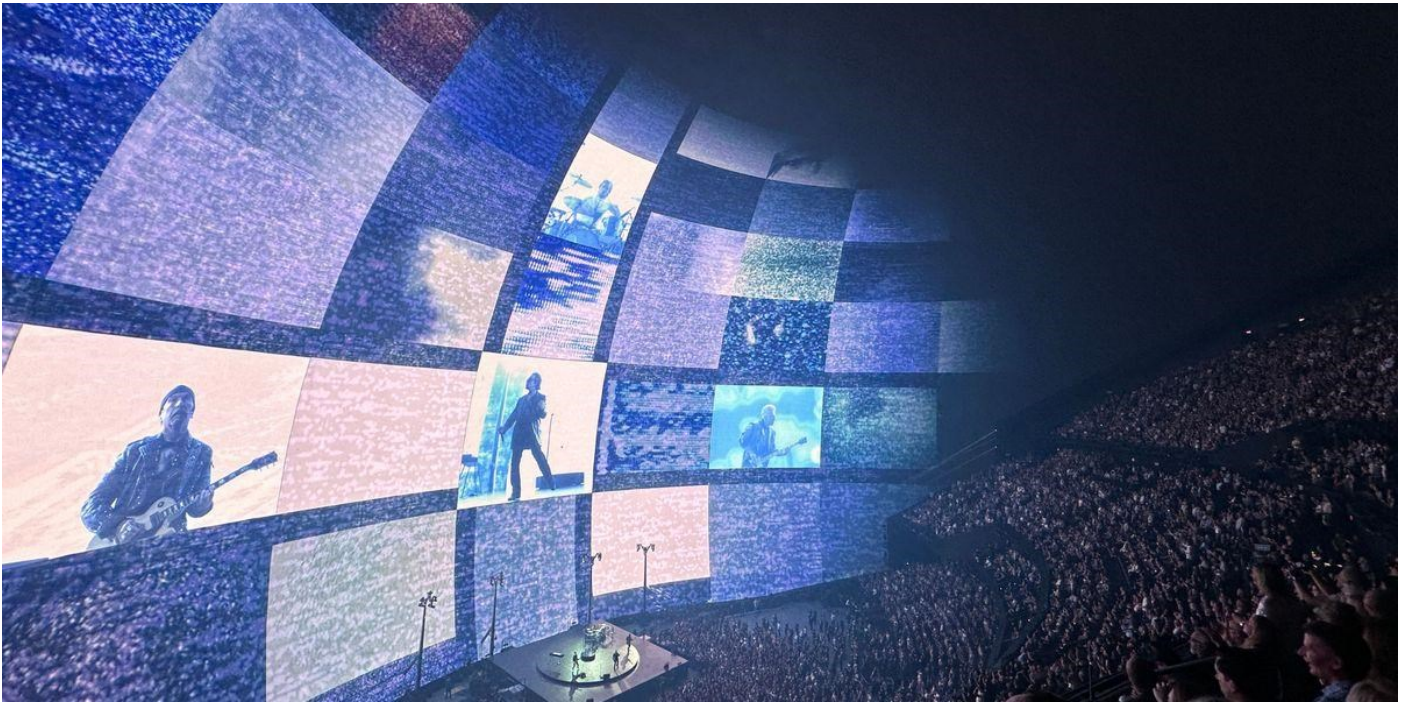
Commissioner:	The Sphere Entertainment Co.	Funding	A mix of private investments, corporate sponsorships, and revenue generated from events and ticket sales
Producer:	Leading technology and design firms specializing in immersive environments	IT staff	experts in architecture, LED display technology, audio engineering, and event production.
CCI stakeholders	Event manager.		
Description:	The development team comprises experts in architecture, LED display technology, audio engineering, and event production. This multidisciplinary team collaborates to create a venue that not only pushes the boundaries of entertainment technology but also provides a seamless and enjoyable experience for visitors.		

Technical feature

Key features:	Massive LED display exterior, high-resolution interior screen, advanced audio systems
Description:	The Sphere's exterior is adorned with a colossal LED display that showcases stunning visuals, animations, and live content. A high-resolution, 360° screen wraps around the audience, providing an immersive visual experience that envelops spectators.

User experience

Target user:	Concert Goers, Show Attendees, Tourists, and Entertainment Enthusiasts		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	This 360-degree screen creates a captivating environment where attendees feel as if they are part of the performance or event. Attendees are transported into different worlds, whether through live performances, multimedia shows, or interactive events, enhancing their engagement and enjoyment.		



21. ARTSCIENCE MUSEUM - IMMERSIVE AND INTERACTIVE EXHIBITIONS

Venue:	Marina Bay Sands, Singapore	Year:	2024
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	The ArtScience Museum at Marina Bay Sands is renowned for its immersive shows and cutting-edge exhibitions that utilize novel technologies to create interactive, multi-sensory experiences. These high-tech installations engage visitors dynamically, transforming the perception of art and scientific concepts.		

Production process

Commissioner:	Marina Bay Sands	Funding	Ticket sales, private investments, sponsorships, and cultural grants
Producer:	Private company specializing in immersive and interactive experiences	IT staff	Technologists
CCI stakeholders	Artists, and curators		
Description:	The development team includes artists, scientists, technologists, and curators who work together to create innovative exhibitions. Their multidisciplinary approach ensures that each exhibition is both artistically compelling and scientifically accurate. The team collaborates closely with educational institutions and technology partners to ensure a cutting-edge and informative visitor experience.		

Technical feature

Key features:	VR, Digital projections, interactive installations, multi-sensory experiences
Description:	By integrating digital projections, VR, and interactive installations, the ArtScience Museum offers a revolutionary way to experience art and science. Advanced digital projection technology creates stunning visual displays that interact with the physical space and visitors. VR technology is employed to transport visitors into entirely new realms, allowing them to explore artistic and scientific concepts in an immersive, three-dimensional space.

User experience

Target user:	Art Enthusiasts, Science Lovers, Tourists, Families, and Students		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Exhibits such as "Future World" feature interactive digital installations that respond to visitor actions. These installations encourage active participation, making the learning process fun and memorable. Users' movements and actions can also be traced and reacted to create a dynamic and engaging environment.		



22. TEAMLAB PLANETS - IMMERSIVE DIGITAL ART MUSEUM

Venue:	Tokyo, Japan	Year:	2018-present
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Digital Arts		
Overview:	TeamLab Planets, created by the interdisciplinary art collective teamLab, is an immersive digital art museum in Tokyo that offers visitors an extraordinary sensory experience. Known for its boundary-pushing installations, the museum features large-scale artworks that blend technology, nature, and art, engaging all five senses.		

Production process

Commissioner:	TeamLab, an interdisciplinary collective of CCI professionals	Funding	ticket sales, private investments, sponsorships, and partnerships
Producer:	Technical partners	IT staff	Digital artist, technologist, engineers
CCI stakeholders	Artists		
Description:	The development team includes a diverse group of professionals from various fields such as digital art, technology, engineering, and design. Their combined expertise allows for the creation of innovative and immersive installations that push the boundaries of traditional art forms.		

Technical feature

Key features	Interactive digital installations, sensory engagement, projection mapping
Description:	Interactive digital installations respond to touch, movement, and presence, creating a dynamic and personalized experience. Advanced projection mapping technology is used to create stunning visual effects that transform the physical space into a living artwork.

User experience

Target user:	Art enthusiasts, technology lovers, tourists, and the general public		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Visitors walk through water, explore digital gardens, and enter rooms filled with light and sound. These sensory elements enhance the emotional and physical connection to the art. These projections interact with visitors, changing in real-time based on their movements and actions.		



23. ATELIER DES LUMIÈRES - IMMERSIVE DIGITAL ART CENTE

Venue:	Paris, France	Year:	
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Digital Arts		
Overview:	Atelier des Lumières is a digital art center that offers immersive art experiences through large-scale, multimedia exhibitions. Utilizing state-of-the-art projection technology and surround sound, this center transforms its expansive industrial space into a dynamic canvas for vibrant digital displays, bringing famous artworks to life. Renowned Art Exhibitions include Gustav Klimt, Vincent van Gogh, and Salvador Dalí.		

Production process

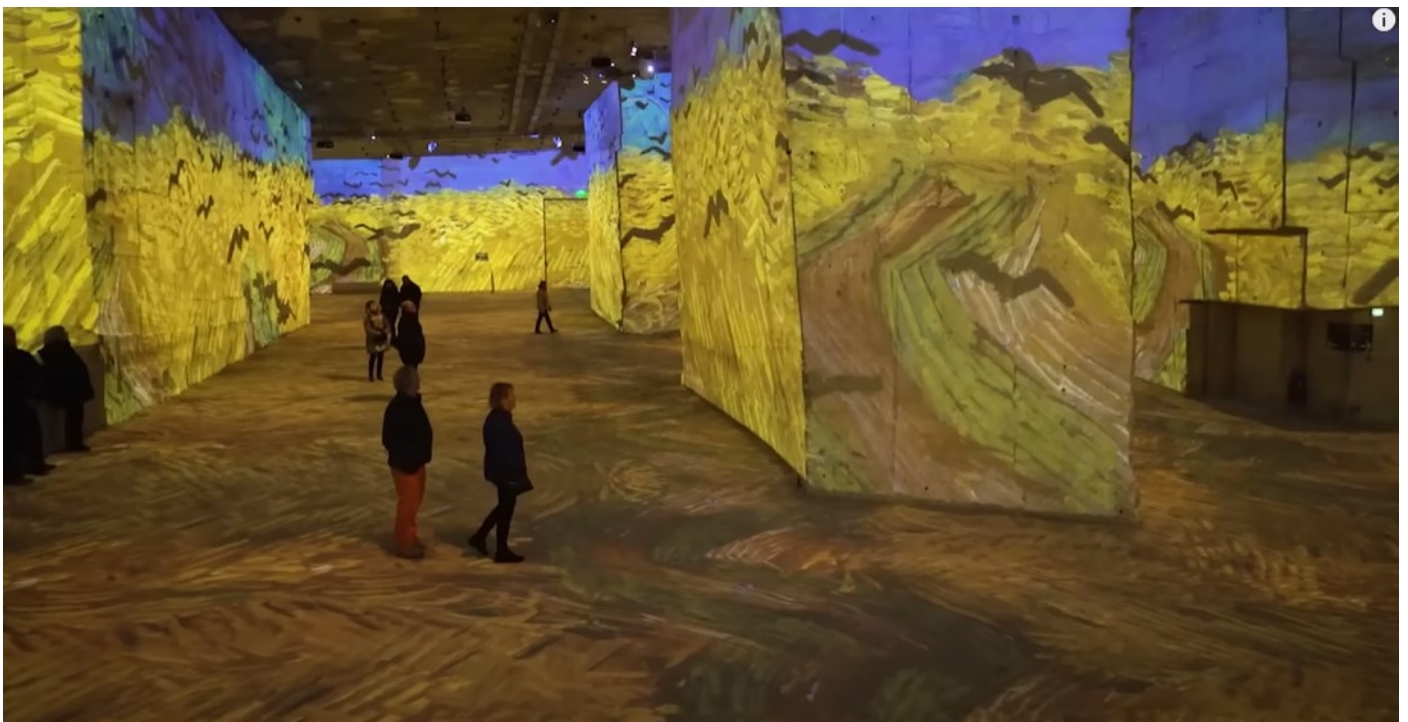
Commissioner:	Culturespaces	Funding	Ticket sales, private investments, sponsorships, and partnerships
Producer:	Technical companies	IT staff	Experts in projection mapping, sound design, digital art
CCI stakeholders	Artist, exhibition curation, cultural managers		
Description:	The development team includes experts in projection mapping, sound design, digital art, and exhibition curation. This multidisciplinary team works together to create immersive environments that transform traditional art viewing into an interactive and engaging experience. Their combined expertise ensures high-quality, innovative exhibitions that captivate and educate visitors.		

Technical feature

Key features	Projection mapping, dynamic digital displays surround sound
Description:	Advanced projection technology is used to display moving images that cover the walls, floors, and ceilings of the space. enhances the visual experience with a rich auditory component. Music and sound effects are carefully curated to complement the visual displays, creating a multi-sensory experience.

User experience

Target user:	Art enthusiasts, tourists, families, and the general public		
Allows Multiple Users:	Yes	Interaction among users	No
Description:	Visitors are immersed in vibrant, moving images that transform the industrial space into a living artwork.		



24. NATIONAL MUSEUM OF KOREA IMMERSIVE DIGITAL GALLERIES

Venue:	Seoul, South Korea	Year:	
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	The National Museum of Korea Immersive Digital Galleries offer visitors a state-of-the-art experience that merges Korean history and culture with advanced technology. These two galleries utilize high-resolution projections, VR technologies, interactive displays, and surround sound to bring ancient artifacts and historical narratives to life.		

Production process

Commissioner:	National Museum of Korea	Funding	Government grants, private investments, and sponsorships
Producer:	Technology providers specializing in immersive digital experiences	IT staff	experts in digital projection, VR technology, interactive design
CCI stakeholders	Historians, designers, and curators		
Description:	The development team includes experts in digital projection, VR technology, interactive design, and Korean history. This multidisciplinary team works closely with historians and curators to ensure the accuracy and engagement of the digital content.		

Technical feature

Key features	High-Resolution Projections, Virtual Reality (VR) Room, Interactive Displays, Surround Sound
Description:	high-definition projectors to display detailed images of historical artifacts and scenes. Soundscapes include ambient noises, music, and narrations that bring the historical narratives to life. In the VR Room, visitors can explore historical sites and artifacts in a fully immersive virtual reality experience.

User experience

Target user:	Tourists, History Enthusiasts, Students, and the General Public		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	interactive touchscreens and digital interfaces that allow visitors to engage with the exhibits. Users can access additional information, view 3D models, and participate in interactive activities.		



25. DO NOT OPEN - VR HORROR ESCAPE ROOM GAME

Venue:	Valencia, Spain	Year:	2022
Sector:	Video game		
Overview:	"Do Not Open" is the first Virtual Reality videogame created in Valencia. It offers a terrifying, short, and fast-paced first-person escape-room experience. The game is based on randomness in puzzle combinations and classic survival-horror mechanics.		

Production process

Commissioner:	Nox Noctis and Quasar Dynamica	Funding	Private investment
Producer:	Private company specializing in immersive experience and video games	IT staff	
CCI stakeholders	Designers, product managers etc.		
Description:	The development team consists of experts from Nox Noctis and Quasar Dynamics, who specialize in VR technology, game design, and horror mechanics. Their combined expertise has resulted in a game that pushes the boundaries of the horror genre within virtual reality. Lanzadera, an accelerator, has provided additional support and resources, facilitating the project's growth and development.		

Technical feature

Key features	VR, escape room mechanics, trial and error gameplay
Description:	By integrating VR technology with escape room and survival horror mechanics, "Do Not Open" offers a unique and intense gaming experience. The game's emphasis on randomness and trial and error ensures that each playthrough is different, keeping players engaged and on edge.

User experience

Target user:	Gamers, Horror Enthusiasts, and VR Users		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Users are immersed in a terrifying environment where they are defenseless. The primary objective is to solve two puzzles in each room to obtain pieces of the key required to escape. Players need to figure out how to solve the puzzles and simultaneously avoid the entity.		



26. INCLUTIC - IMMERSIVE VR AND SOCIAL ROBOTICS FOR AUTISM COMMUNICATION

Venue:	Alicante, Spain	Year:	
Sector:	Others		
Overview:	The Inclusive Education and Technology (IncluTIC) research group at the University of Alicante (UA) is pioneering a project that combines immersive virtual reality and social robotics to enhance communication for people with Autism Spectrum Disorder (ASD).		

Production process

Commissioner:	University of Alicante	Funding	Research grants
Producer:	Research unit	IT staff	Experts in ICT
CCI stakeholders	Researchers and educators		
Description:	The development team consists of researchers, educators, and technologists from the IncluTIC group at the University of Alicante. This multidisciplinary team collaborates closely to design, implement, and evaluate the immersive VR and social robotics solutions, ensuring they meet the specific needs of individuals with ASD.		

Technical feature

Key features:	VR, Social Robotics
Software:	/
Description:	Immersive VR employs realistic virtual classrooms using Head Mounted Display (HMD) devices. The environment includes a humanoid robot (NAO) integrated as a personal assistant, aiding users in simulated social scenarios.

User experience

Target user:	Individuals with Autism Spectrum Disorder (ASD), Educators, and Researchers		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Users engage in social activities through virtual avatars in a controlled VR environment, supported by the NAO robot to navigate scenarios and improve communication.		



27. PREMIERE - MODERNIZING THE PERFORMING ARTS

Venue:	Europe	Year:	2022-2024
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts)		
Overview:	The PREMIERE project aims to modernize the performing arts by leveraging advanced technologies such as AI, 3D, and XR. This initiative supports the entire life cycle of performances, benefiting all participants, from producers to spectators. The project focuses on improving performances, enhancing the creative process, increasing audience engagement, and making performances more visible and accessible.		

Production process

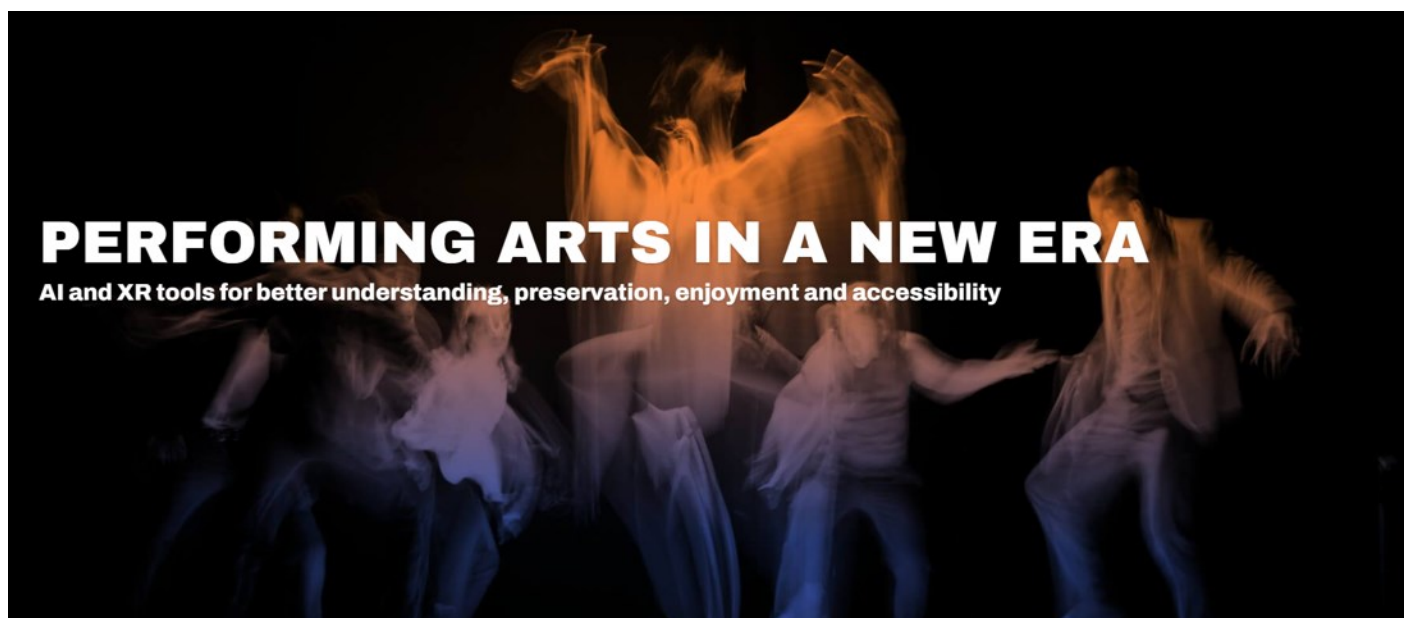
Commissioner:	The PERMIERE consortium	Funding	EU fund
Producer:	The consortium members	IT staff	Experts in AI, 3D modeling, XR technologies,
CCI stakeholders	Artists, producers, and cultural managers		
Description:	The development team includes experts in AI, 3D modeling, XR technologies, and performing arts. This multidisciplinary team collaborates with artists, producers, and cultural organizations to ensure that the technologies are effectively integrated into the creative process and enhance the overall performance experience. The consortium brings together leading researchers, technologists, and practitioners from across Europe, ensuring a diverse and innovative approach to modernizing the performing arts		

Technical feature

Key features	Artificial Intelligence (AI), 3D Technologies, Extended Reality (XR)
Description:	AI tools support various aspects of the creative process, including scriptwriting, choreography, and set design, 3D modeling and animation allows for intricate set designs, realistic character animations, and detailed visual effects. XR, including VR and AR, enable virtual rehearsals, remote collaborations, and interactive audience participation.

User experience

Target user:	Performing Arts Producers, Artists, and Spectators		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Advanced technologies facilitate real-time interaction between performers and spectators, enhancing audience involvement through interactive elements and immersive experiences.		



28. EVERPATHS - ADVANCED WAYFINDING AND IMMERSIVE MUSEUM EXPERIENCE

Venue:	Museums in Andalusia, Spain	Year:	2023
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	Everpaths is an innovative tool designed to enhance the visitor experience in museums across Andalusia. By leveraging spatial information and positioning technologies, Everpaths provides advanced wayfinding and guidance solutions that make navigating museum spaces intuitive and engaging.		

Production process

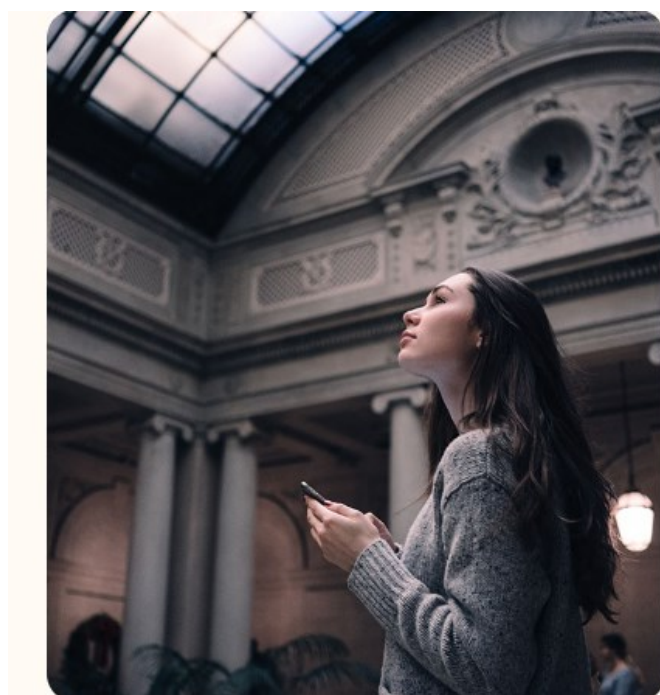
Commissioner:	Everpaths	Funding	Private investment and partnerships with cultural institutions in Andalusia.
Producer:	Everpaths, a company specializing in spatial information and positioning technologies	IT staff	Experts in AR technology, spatial information systems, software development
CCI stakeholders	Museum curators and managers		
Description:	The development team at Everpaths includes experts in AR technology, spatial information systems, software development, and museum curation. This multidisciplinary team collaborates closely with museum staff and historians to create accurate and engaging digital content that enhances the visitor experience.		

Technical feature

Key features:	Augmented Reality (AR), spatial information, positioning technologies
Description:	Users can interact with AR content to learn more about the exhibits, engage with virtual reconstructions, and participate in educational games and quizzes. This interactive exploration makes the museum visit more engaging and educational. Spatial information and positioning technologies can guide visitors through museum spaces efficiently, facilitating their way to exhibits, rest areas and other facilities.

User experience

Target user:	Museum Visitors, Tourists, and Residents		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Through their mobile devices, visitors can view digital overlays that provide detailed historical information, interactive elements, and enriched visual content related to the exhibits.		



Museos

Aprende de las visitas y mejora la experiencia

Everpaths proporciona a los museos una app móvil para mejorar la experiencia de los visitantes con mapas interactivos, localización y guiado, audioguías multidiomas y contenido multimedia, además de recopilar datos para planificar eventos y exposiciones, optimizar recursos y ofrecer una experiencia personalizada a cada visitante.

CASOS DE ÉXITO

29. XR CULTURE - IMMERSIVE CULTURAL HERITAGE CONSERVATION AND EXPERIENCE

Venue:	Various cultural heritage sites globally	Year:	
Sector:	Cultural heritage related (museums, archaeological and historical places, natural heritage places etc.)		
Overview:	XR Culture is a cutting-edge project that utilizes extended reality technologies to convert monuments, buildings, and artifacts into detailed virtual models. This initiative aims to enhance the conservation and dissemination of cultural heritage, create new artistic spaces free from physical limitations, and provide visitors with immersive, first-person experiences.		

Production process

Commissioner:	Xoia, a company specializing in	Funding	Private investments, partnerships and grants
Producer:	Private company specializing in immersive technologies and innovative solutions for culture and tourism	IT staff	Experts in XR technology, VR, AR, digital modeling
CCI stakeholders	Historians, conservators, and cultural organizations		
Description:	The development team at Xoia includes experts in XR technology, VR, AR, digital modeling, and cultural heritage. This multidisciplinary team collaborates closely with historians, conservators, and cultural organizations to create accurate and engaging digital representations and experiences.		

Technical feature

Key features:	Extended Reality (XR), Virtual Reality (VR), Augmented Reality (AR)
Description:	VR helps to convert monuments, buildings, and artifacts into virtual models, enabling the creation of new artistic spaces that transcend the physical world. AR overlays provide additional information and interactive elements that enhance the visitor's understanding and engagement with the cultural sites.

User experience

Target user:	Tourists, Cultural Enthusiasts, Historians, and Conservators		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	Users can view historical reconstructions, detailed explanations, and contextual information through their mobile devices or AR glasses.		



30. TEK-NET

Venue:	Burjassot, Spain	Year:	2024
Sector:	Performance and celebration (performing arts, music, festivals, fairs, feasts), Digital Arts		
Overview:	A 15 minutes live performance mixing dance and technology. The dance piece explores the complex relationship between humans and new technologies, fusing the virtual world with human movement, unfolding in several sections representing different aspects of technological interaction.		

Production process

Commissioner:	Institut Valencià de Cultura (IVC)	Funding	Regional + EU fund
Producer:	Elton Luis Medang	IT staff	Emmanuel Berriet Jaime Jiménez
CCI stakeholders	Dancers, Choreographers, Music & Visual artists		
Description:	The development of TEK-NET is the result of the collaboration between a dance center owned by the IVC and the Horizon EU Artcast4D project to test an innovative software that allows the creation of interactive and immersive dance pieces.		

Technical feature

Key features:	Projection, Audio system, Light system, Kinect cameras
Description:	An installation using projectors (9000 and 15000 lumens) and sensors (kinect cameras) project a stage onto the space that reproduces the movements of the choreography performed by the dancers. The software used (AAASeed) allows to modify or introduce digital effects in real time, during the execution of the piece, making each choreography unique.

User experience

Target user:	Festival Enthusiasts		
Allows Multiple Users:	Yes	Interaction among users	Yes
Description:	The spectator witnesses a piece in which attention is divided between what happens in the physical medium and its digital counterpart. At the end of the piece, the spectator is invited to ‘connect’ to the work, becoming part of and interacting with the interactive installation.		

