October 2023

Creating synergies between CHOs, HEI and students through open innovation events

[This week has been a great dissemination week for eCHOing project](#)

The consortium was in full action through webinars and hands-on workshops of Open Innovation. The term 'open innovation' refers to a situation where an organisation doesn't just rely on internal knowledge, sources and resources (such as its own staff or R&D) but also uses external sources (such as customer feedback, published patents, competitors, external agencies, the public) to drive innovation. In the cultural heritage sector, it means initiatives or activities where institutions co-create or co-develop project ideas in collaboration with citizens, students and institutions from other sectors or industries.

The Recovery of cultural heritage through higher education-driven open innovation (eCHOing) is a project funded under the Erasmus+ program and aims to counteract the political, social, ethical and cultural crisis due to the Covid-19 emergency by updating educational tools and designing innovative and sustainable ways of teaching within a socially responsible culture and sees an international collaboration between, the Norwegian University Of Sciences And Technology, the University of Sofia (Bulgaria), TARTU University (Estonia) and OSYGY & Web2Learn (Greece) and Scuola Santa Anna in Pisa (Italy).

A Game-athon with Professor Erik Champion

Trondheim, Gunneruslibrary the 17th of October 2023

[Pictures from the event](#)

Organised by Alexandra Angeletaki for NTNU

The 17th of October eCHOIng and NTNU UB had the ability to host a Game-athon event as an open innovation workshop for NTNU staff, Museum professionals and NTNU students, 20 people participated at the event at the Gunnerus library in Trondheim. The

event was led by Professor Erik Champion from Adelaide University The event explored ideas from the fascinating world of visitor experiences in the GLAM sector (Galleries, Libraries, Archives, and Museums).

The participants had different backgrounds and affiliations as university students, curators, librarians, archivists and museum enthusiasts and worked in this hands-on workshop in 5 small groups to brainstorm ("ideate") on different ideas and create engaging games using a simplified working definition of computer games, and with the help of physical items. Although these game ideas could eventually become digital games, escape rooms, augmented or mixed reality projects, this introductory workshop concentrated on creating and testing physical (analogue) demos and simple prototypes.

Short bio: Erik Champion tutors game jam projects in South Australia at UniSA, and has hosted game design workshops in Australia, Italy, Poland, the United States, Qatar, and Finland, and co-hosted remotely a game design workshop with school children in Rapa Nui (Easter Island) with Dr Juan Hiriart. He is currently working on research projects with Tencent Games and Ubisoft. He wrote Playing With The Past: Into The Future (Springer 2022), and edited the open access book Virtual Heritage: A Guide (Routledge, 2021) and has written books on the intersection between video games and cultural heritage. He has honorary appointments at Curtin, UWA, and ANU and was recently a visiting professor at the University of Jyväskylä, Finland, a partner of the Centre of Excellence in Game Studies.

Event by Scuola Superiore Sant'Anna – Pisa

18 October, Museo Leonardiano di Vinci Eleonora Lanfranco e Gaia Sasso

The presentation of the first important results of the European project eCHOing, through which the Institute of Mechanical Intelligence of the Scuola Superiore Sant'Anna intends to offer its contribution to the enhancement of cultural heritage, was held at the Leonardo Museum in Vinci.

The event, organised by Chiara Evangelista, scientific head of the Project for the Scuola Superiore Sant'Anna, is part of the activities under the ongoing agreement between Città Di Vinci, the Museum and the Scuola Sant'Anna.

Two researchers, Eleonora Lanfranco and Gaia Sasso, from the Mixed Reality group of the Institute of Mechanical Intelligence presented the results of their research and

development activities in the field of technologies applied to cultural heritage at the Leonardo Museum in Vinci.

Projects Presented "OculeO: Leonardo's Workshop" and "Immersive Museums: A Virtual Journey through Museums."

The first, "OculeO" by Gaia Sasso, allows users to immerse themselves in Leonardo's workshop, guiding them through the assembly of one of the artist's machines and offering detailed visualisation of the machine itself.

The second project, "Musei Immersivi" by Eleonora Lanfranco, offers an immersive experience of visualising and archiving the work created by the Institute of Mechanical Intelligence within a number of Tuscan museums, most notably the Leonardo Museum in Vinci.

The two projects were presented to a lively audience of elementary and middle school children who were then able to test and experience them through the Oculus Meta. The enthusiasm shown by the young participants underscores the success of an event designed to provide an overview of the applications of Open Innovation in Cultural Heritage.

Si invitano le scuole a vivere un' esperienza di Realtà Virtuale

CITTÁ DI VINCI

MUSEO LEONARDIANO VINCI

Chiara Evangelista
Progetto eCHOING
Le Open Innovation
per i Beni Culturali

Eleonora Lanfranco
Musei Immersivi
Realizzazione in VR
di un archivio di Musei

Gaia Sasso
OcuLeo
Esperienza in VR per conoscere
gli ingranaggi di Leonardo

Una panoramica
dell'utilizzo delle OI
(Open Innovation)
per i Beni Culturali.

Due esperimenti
con OCULUS
per vivere esperienze
museali in Virtual Reality

18 Ottobre 2023

ore 10:00 presso la Sala Didattica
Museo Leonardiano
(Palazzina Uzielli)

dopo la presentazine sarà possibile fare
esperienza VR dei due progetti presentati

ECHOING

https://echoing.eu/

ISTITUTO
DI INTELLIGENZA
MECCANICA

Sant'Anna
Scuola Universitaria Superiore Pisa

https://percroace.wordpress.com/

Event by Web2Learn for OSYGY

Online multiplayer event (in Greek) by Web2Learn: "Organising a crowdfunding campaign: perspectives, objectives, examples"

Web2Learn organised in collaboration with OSYGY on October 17, 2023 an online multiplier event "Organising a crowdfunding campaign: perspectives, objectives, examples" for representatives and people working in the Greek cultural heritage sector!

The event introduced crowdfunding for cultural heritage to the Greek public who got the opportunity to know more about the objectives, tools, strategies and communication tips for a successful crowdfunding campaign!

Web2Learn speakers, Ioanna Tsakarelou and Stefania Oikonomou, placed particular emphasis on the social dimension of crowdfunding and the multiple ways to engage visitors and citizens in actions for the support of small and medium cultural heritage organisations.

You can see the recording of the event (in Greek) as well as slides.

NEW! Check out the open access crowdfunding guide for the cultural heritage sector that has just been released by Ioanna Tsakarelou and Katerina Zourou, Web2Learn!

Web2Learn would like to warmly thank eCHOIng's Greek partner, OSYGY, for actively participating, along with its members, to the online multiplier event.

Photo of the speakers

Event by UT Viljandi Culture Academy, Estonia

16 September, Viljandi Gymnasium. Signe Susi

On September 16th, the world's first Sockathon took place in Estonia as part of the II Viljandi Repair Festival. The Sockathon was held in cooperation between the UT Viljandi Culture Academy and Heimtali Museum, and was part of the activities of the eCHOing project. Its aim was to develop cooperation between higher education institutions and small cultural heritage institutions in the field of open innovation. Sockathon's goal was to popularise textile repair among a wider audience. Slowing down consumption and using things longer is an important tool to combat the climate crisis.

But why mending socks? In the Nordic climate, woollen socks play a very important role: warm clothes are needed to survive the winter, and woollen socks are the most frequently used item of clothing during the cold period. Unfortunately, these tend to break when worn. Socks can be a very dear item, because grandmothers or other near relatives often knit them for their families. So every Estonian has some relation to woollen socks.

At Sockathon, beginners could learn new repair tricks and experienced masters could demonstrate innovative mending solutions. More than 200 interested observers passed through Sockathon. The event was shown on Estonian state television, the private channel TV3 and a local newspaper Sakala, as part of the mending festival. As part of the Sockathon, a competition was also organised in which a total of 11 contestants participated with their repaired socks. A public Facebook poll was held to determine the best fixer, with a total of 460 votes cast over two weeks. Prizes were awarded to the best masters at the heritage conference of the Heimtal Museum.

Photos from Sockathon : [People at the festival](), [Repairing socs]()