

JANUARY 2023 | NEWSLETTER 4

VISITOR

VIRTUAL MUSEUMS IN THE COVID ERA



Co-funded by the
Erasmus+ Programme
of the European Union

Project code: 2020-1-FR01-KA226-SCH-095600

Digital Education for a Changing World



Digital Reset: European Universities Transforming for a Changing World

The War Museum of Athens
19-21 October 2022

Because every war should permanently remain in war museums

This international meeting gathered experts from the world of online, blended and distance learning to share expertise in new modes of (digital) education and explore opportunities towards high quality and inclusive education in the face of a changing world.

From the 19th to the 21st of October, the VISITOR project was presented at the *Digital Reset: European Universities Transforming for a Changing World* conference in Athens (Greece) by the Hellenic Open University.

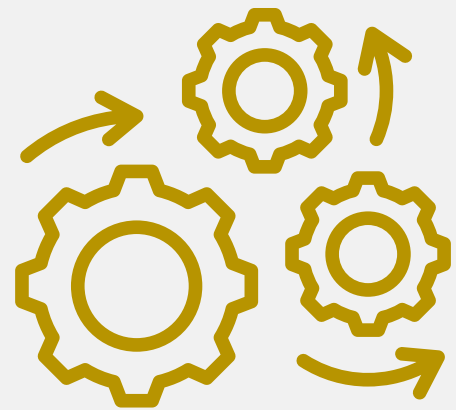


On behalf of the HOU, Dr. Theofanis Orphanoudakis, presented VISITOR's

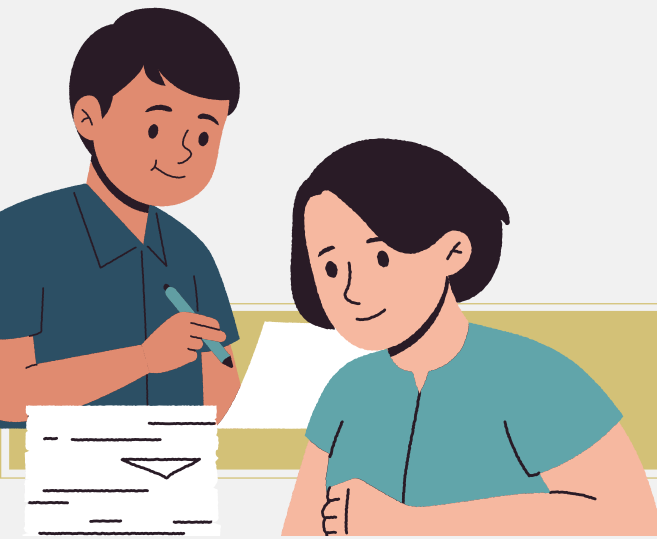
- **potential for education innovation** and
- **VISITOR's project results.**

The innovation behind VISITOR's methods and resources:

1. VISITOR as **a tool for shaping cultural consciousness** and raising awareness on the importance of cultural heritage protection
2. VISITOR as **a shift towards embracing non-formal learning** due to its collaboration and engagement with museums
3. VISITOR as **a pathway for enriching the museum experience** and allowing greater participant co-creation, connection and collaboration



Dr. Theofanis Orphanoudakis presenting the project at the Digital Reset conference

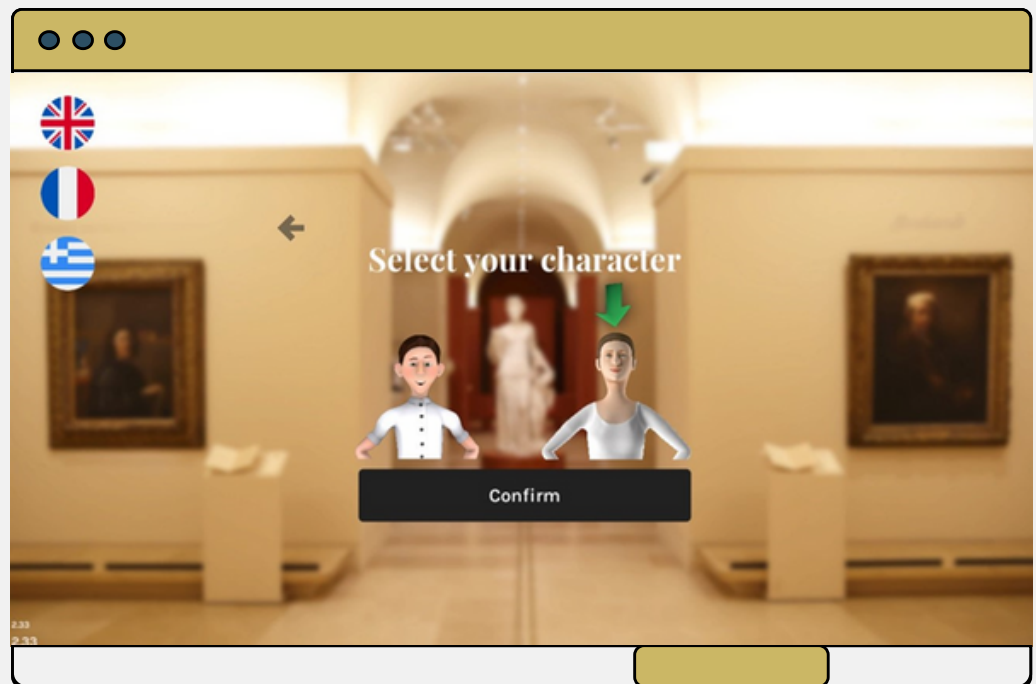


The learning path established
in the VISITOR game

Gameplay for students

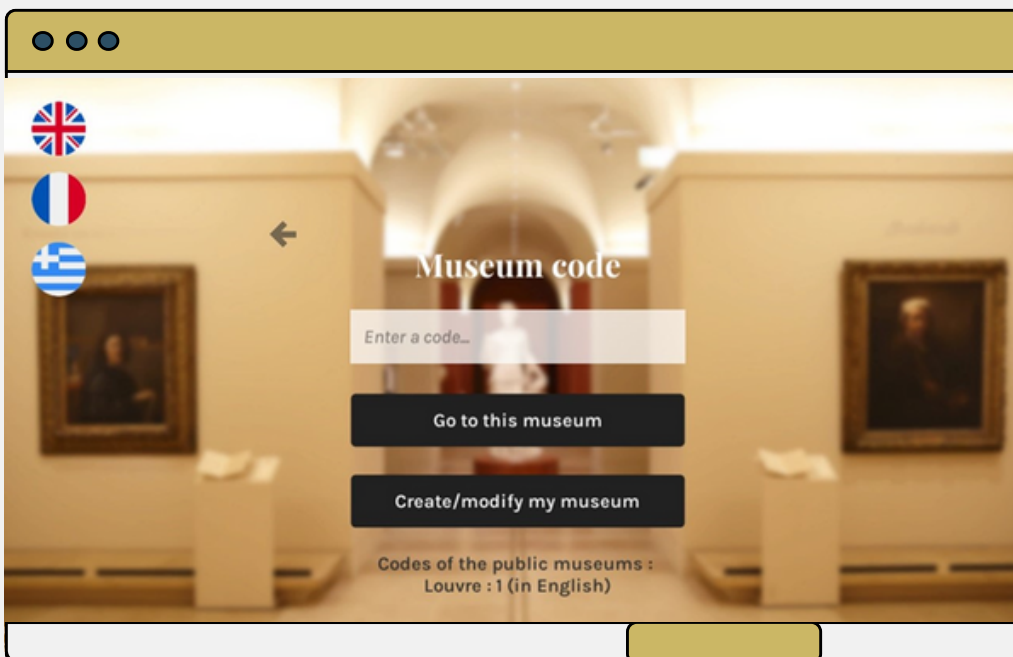
1

Upon opening
the app, choose
your avatar.



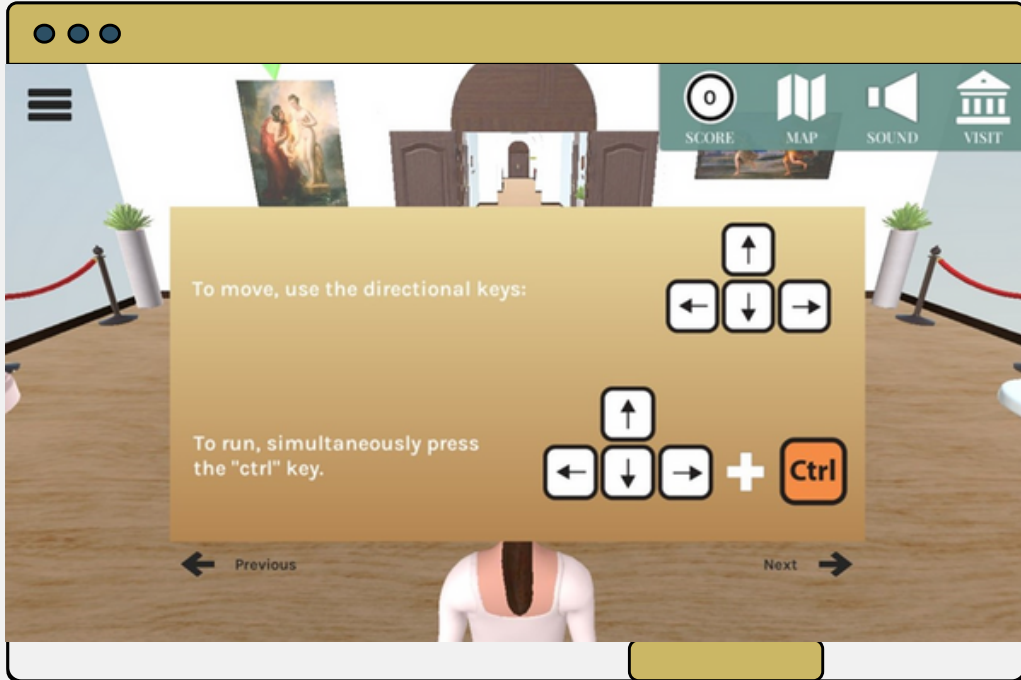
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For student gameplay,
choose VISITOR mode,
and then type in the code
of your museum (in this
case, 1 for the Louvre)



3

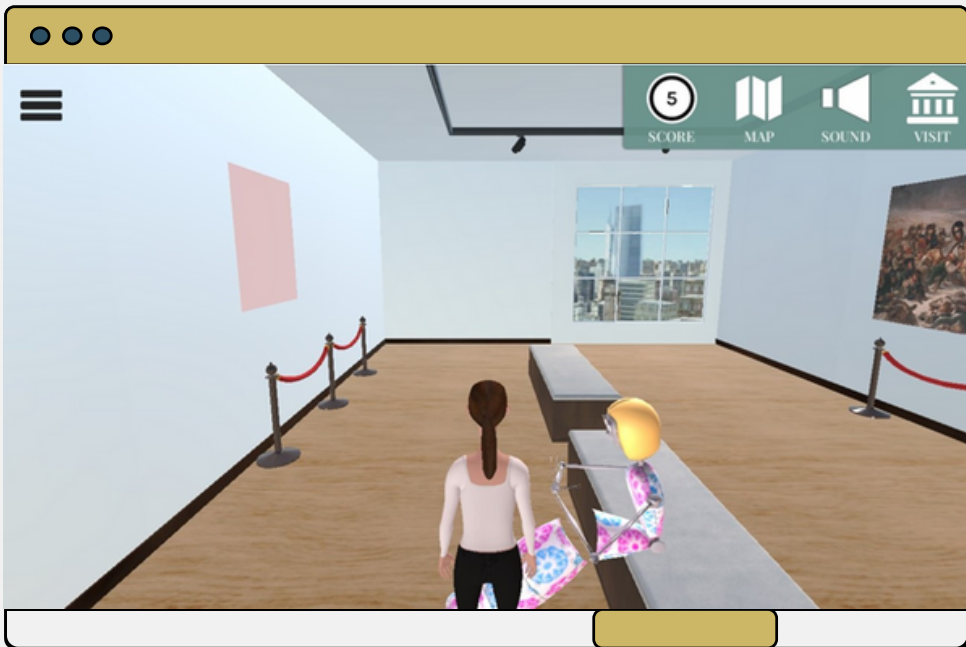
Upon entering the virtual museum space, read the instructions to help you navigate the game, such as moving with the arrows of your keyboard.



4

In the upper navigation bar, select the Map to display the location of the museum rooms and your own location (seen with a red arrow)



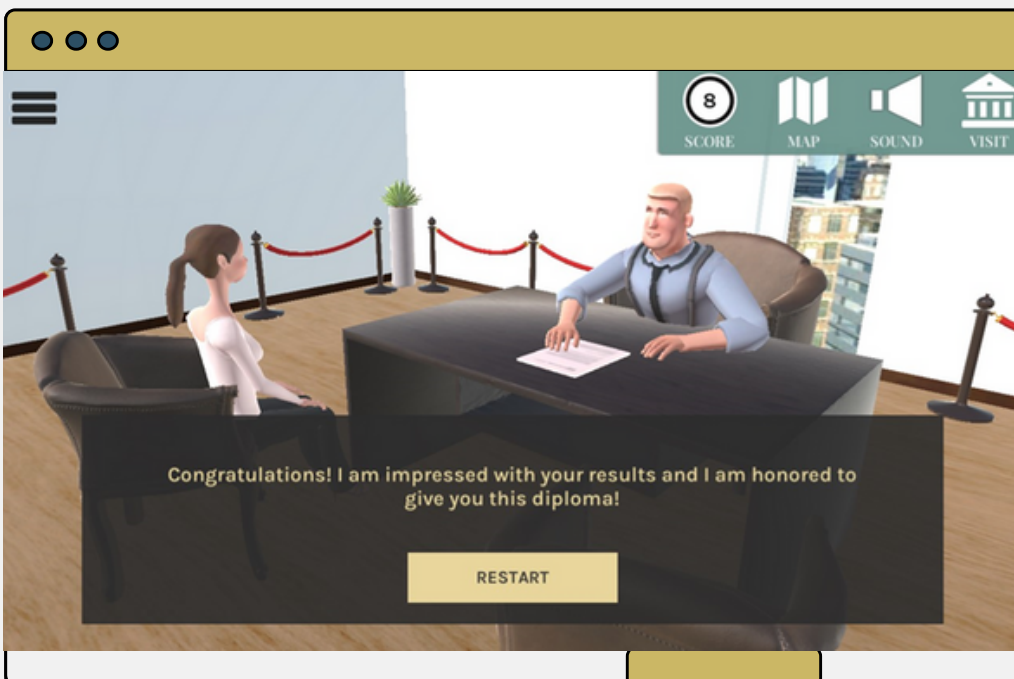
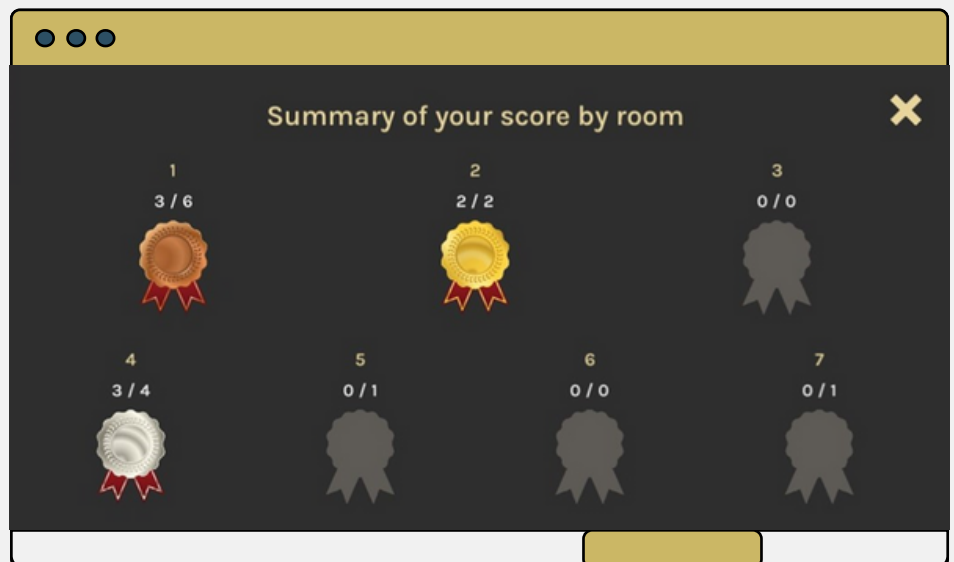


5

Interact with the museum artefacts and staff by reading the information that pops up once you click the green arrows. The game quizzes you about the information you read - every correct answer is worth 1 point.

6

Your points add up to badges of different values: bronze, silver and gold, depending on your quiz performance.



7

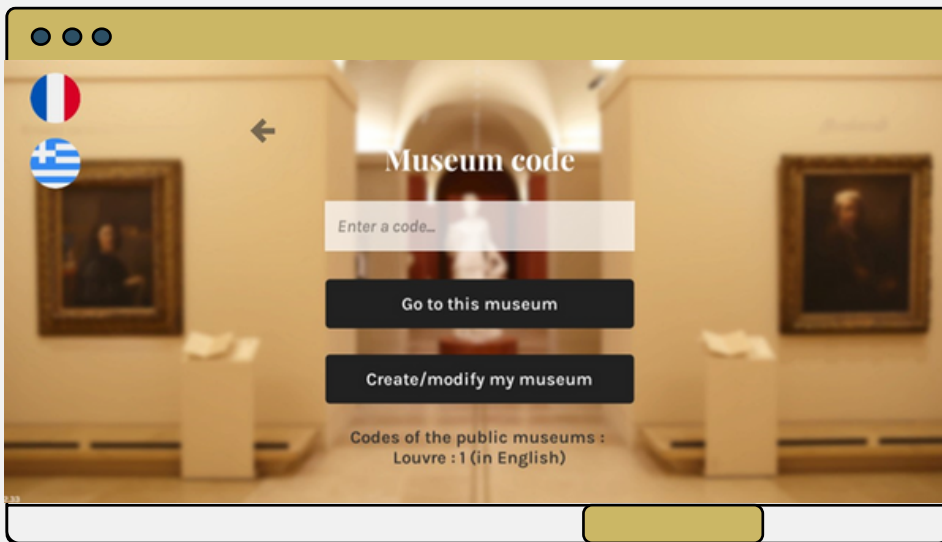
Once you've visited all rooms, make your way to the museum director's office to complete the game or play again for a better result.

Creating a virtual museum exhibit in the VISITOR game



Gameplay for teachers

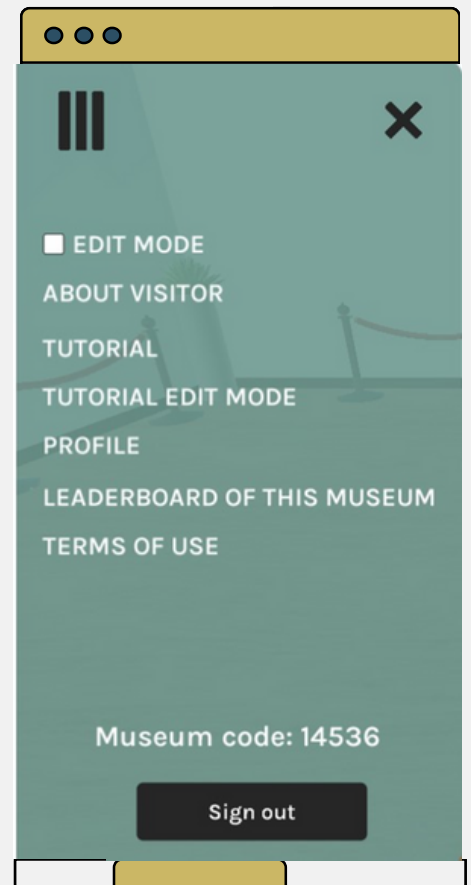
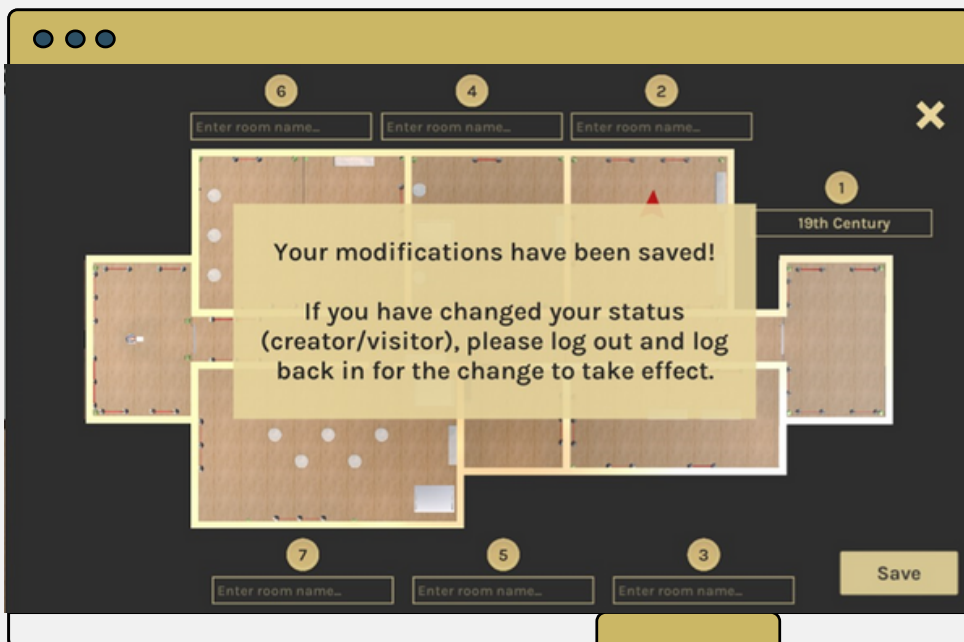
1 On the landing page, select 'Create/modify my museum'



2

To activate the creator mode, you need to select the edit mode option on the left menu upon entering the virtual museum space.

3 First try editing the Map room titles. After saving the changes, log out to confirm and see your changes.





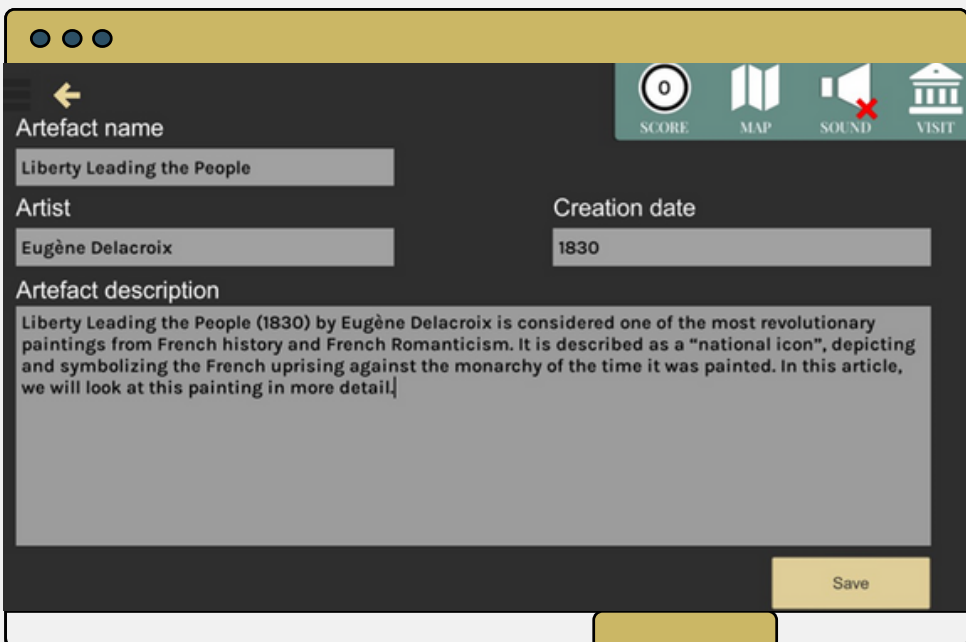
4

Next, pay attention to the artefacts: when you approach a blank space on the wall representing an artefact (also indicated by a green arrow), you are given the option of either placing a piece of 2D or 3D piece of art.



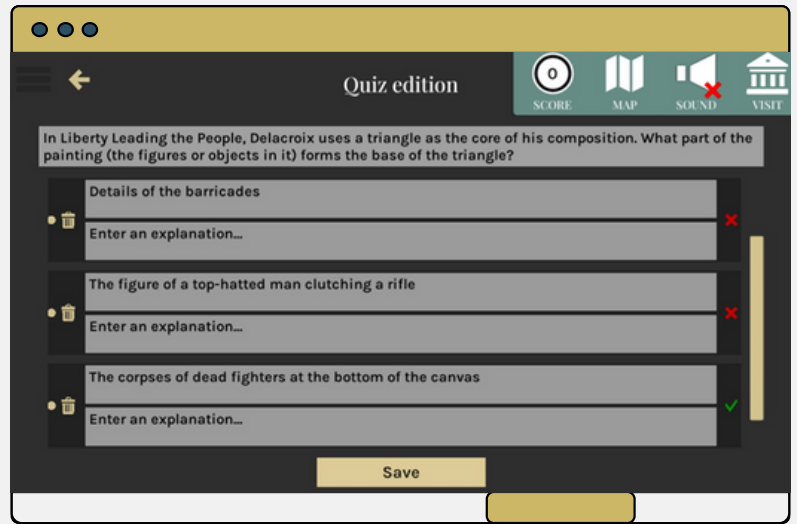
5

If you decide to place a painting (2D object), you will need to fill in the different sections with the information about the piece, such as its name, artist, creation date and a brief description.



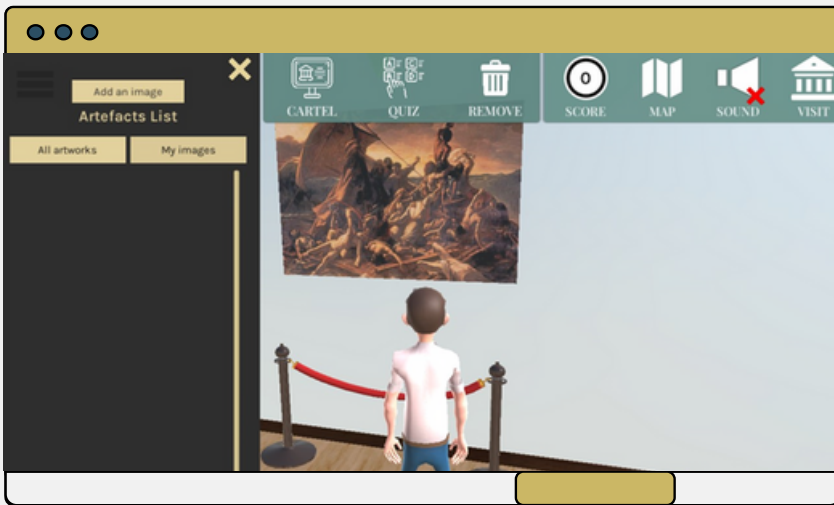
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Afterwards, you can set up the quiz questions and answers. An answer is deemed correct or incorrect by marking it either with a green tick (for correct) or red cross (for incorrect).



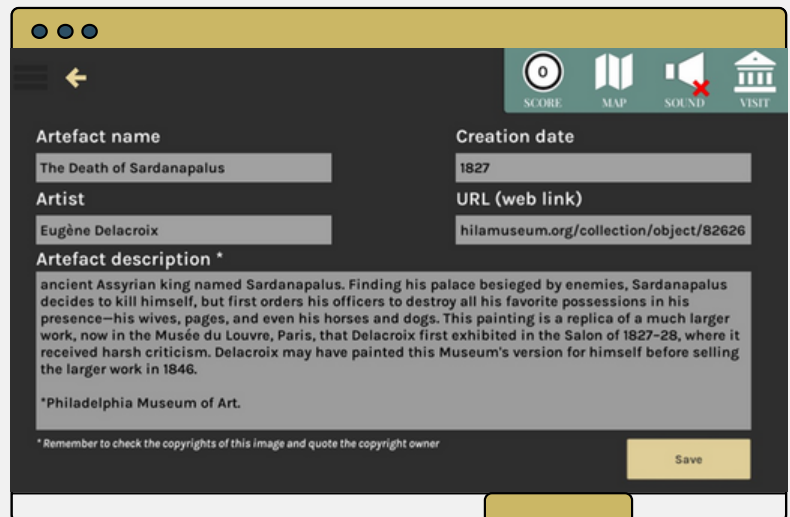
7

You can also make use of the option to add a painting that is not included in the default list, with the “add an image” option.



8

Follow the same steps for adding an artefact as before, with the exception of adding a URL of the new piece.



And, voila! After following the instructions above, you're equipped with the knowledge to create a virtual museum exhibit of your own making for your class!

To keep up-to-date on this project resource as well as others, please visit our website: <https://visitor-project.eu/>

