



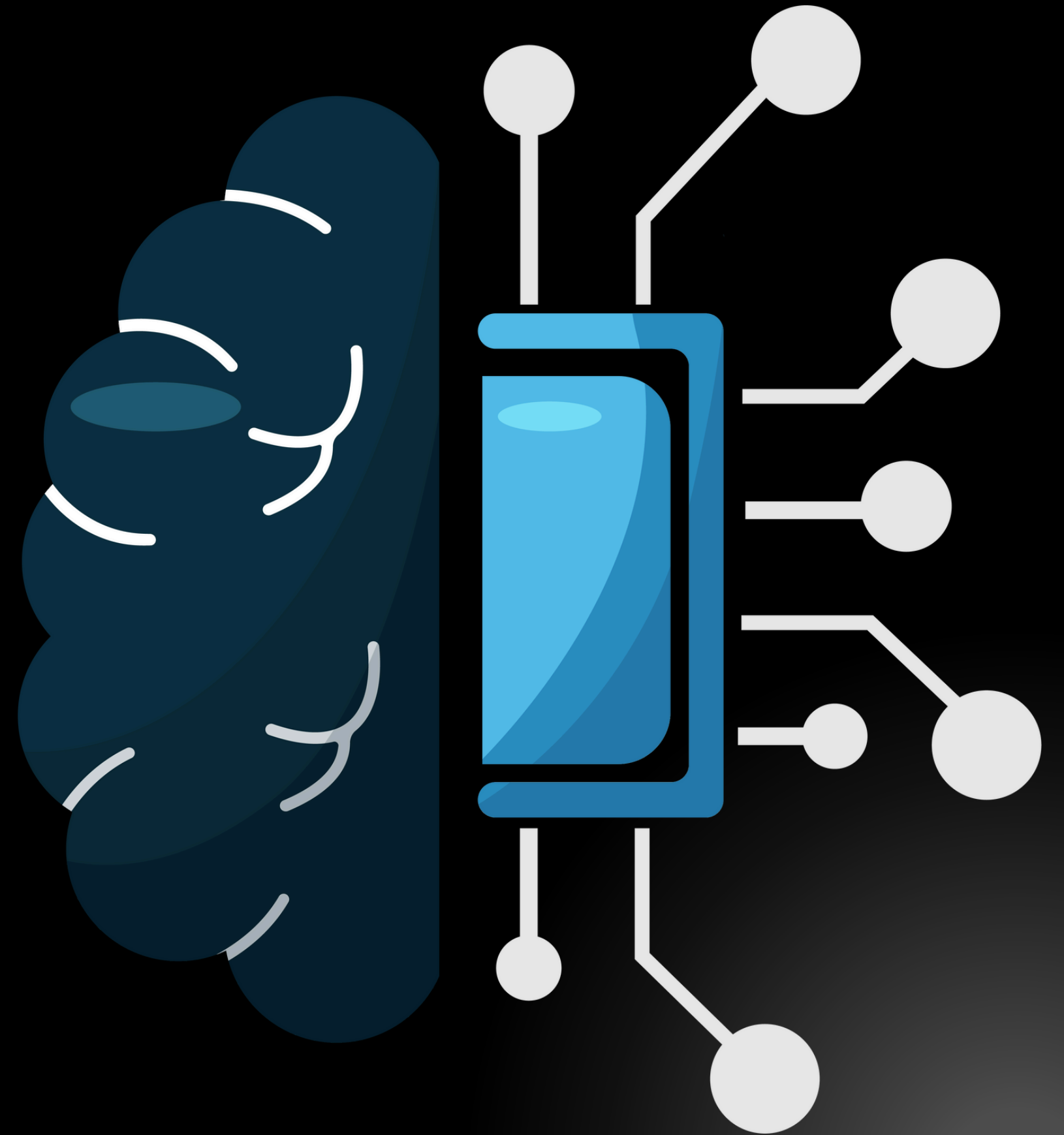
VIRTUAL HERITAGE

NEW DESTINATIONS

SOLUTION INTRODUCTION

Our proposal is to develop an interactive website that leverages virtual reality to allow users, particularly students and culture enthusiasts, to explore sites of cultural interest and advanced learning environments. The goal is to provide an immersive experience that combines school education with the ability to "virtually visit" cultural and historical sites, overcoming physical barriers.

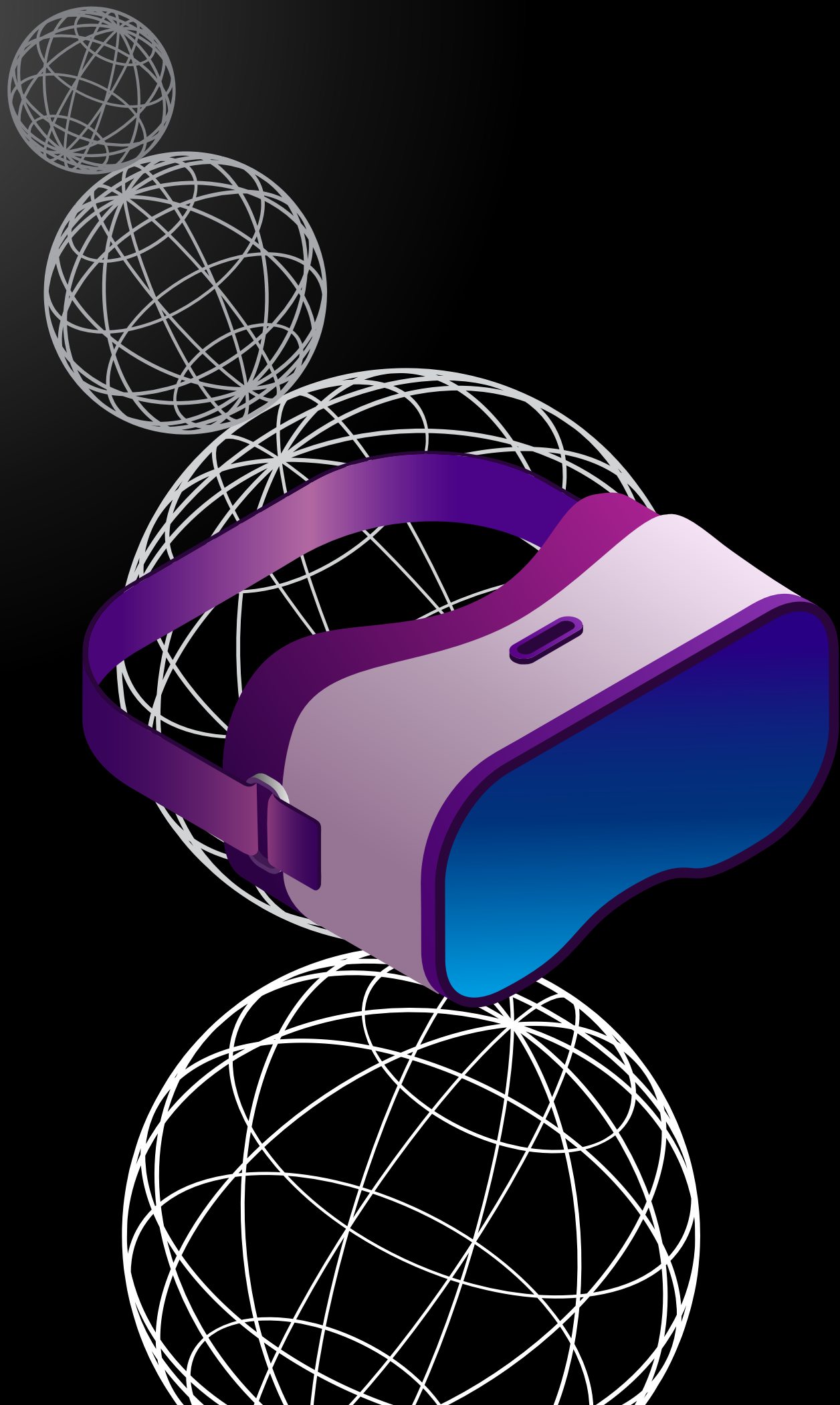
ALESSANDRO NAHI



KEY ELEMENTS AND TECHNOLOGIES USED

The website will be built on advanced virtual reality technologies and will be accessible via computers or VR devices, offering an immersive exploration experience. Users will navigate through various cultural settings, such as museums, archaeological sites, and historical monuments, while learning educational content connected to these cultural resources.

ALESSANDRO NAHI



IMPLEMENTATION PLAN



1

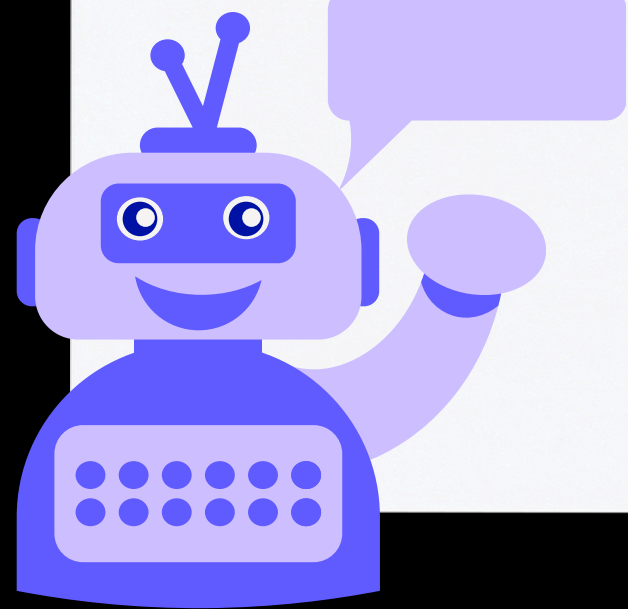
Research: Identify the most educationally and culturally significant sites in collaboration with schools and tourism organizations.

2

Technological Development: Create realistic virtual environments using 3D scans and reconstructed models.

3

Accessibility and Usability: Ensure the website is intuitive, inclusive, and accessible even for users with limited experience in virtual reality.



Hi, I'm VIA, how can I help you?

I want to do a virtual tour of Solikamsk

Of course, here's a link where you can find some informations on this beautiful city in Russia

<https://sketchfab.com/3d-models/solikamsk-historical-center-6ba92995a33a4a6cb4d3342273a75c9d>

BENEFITS AND IMPACT

This solution can be an excellent resource for those who face difficulties traveling physically, enabling students to enhance their educational journey in an innovative way. Additionally, it can attract tourists to cultural sites, fostering interest in on-site visits.

ANNAMARIA DE PASCALIS

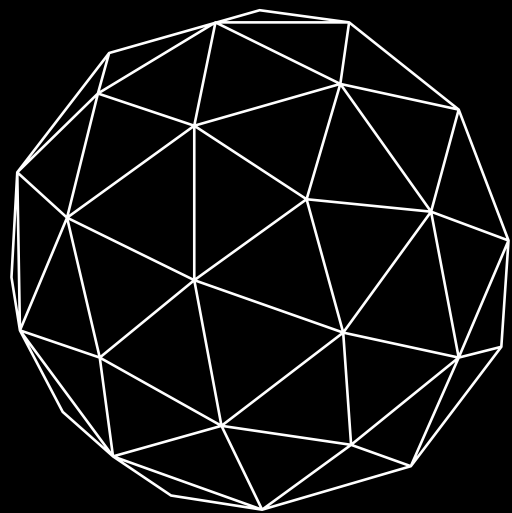
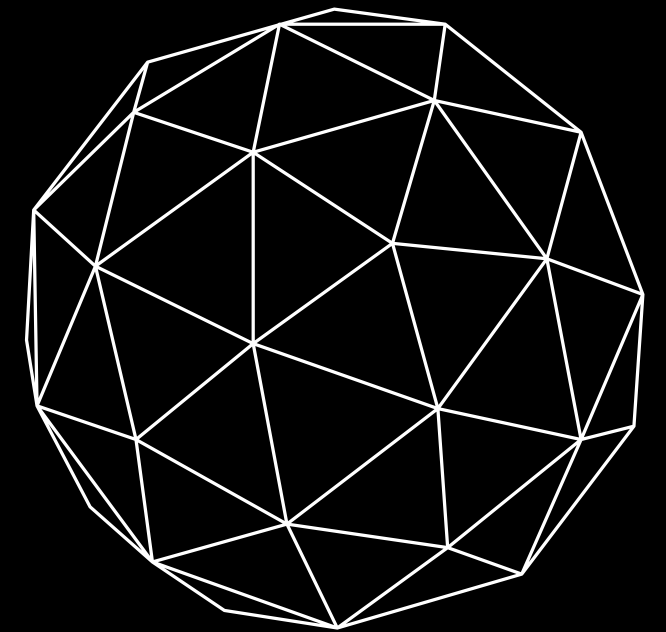
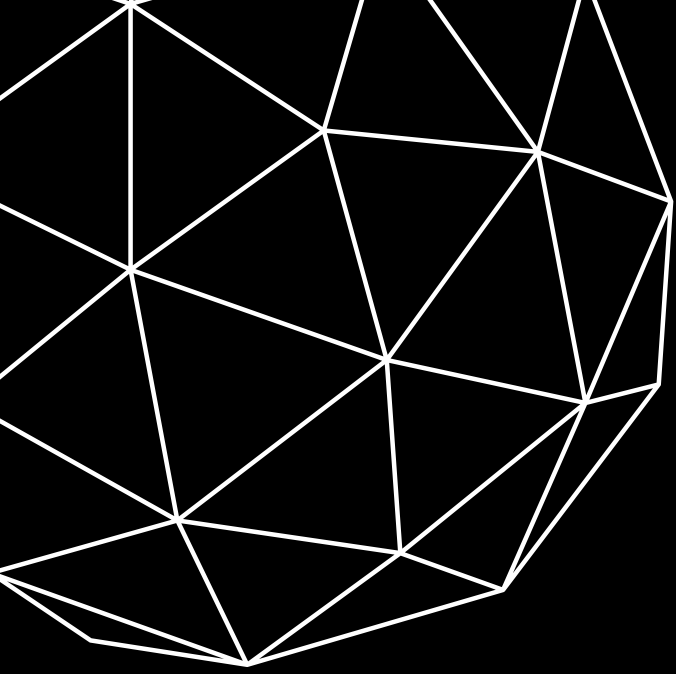




MEASURING SUCCESS

Success will be measured through user engagement, feedback from schools and cultural institutions, and any increase in physical visits to the sites explored virtually. We will track access metrics and organize surveys to evaluate the user experience.

DIEGO MILANESE





ADAPTABILITY AND TRANSFERABILITY

This platform could also be adapted to other educational contexts, allowing users to explore not only cultural sites but also natural environments, scientific laboratories, and more. For example, it could support lessons in history, art, and geography.

DIEGO MILANESE



SUSTAINABILITY



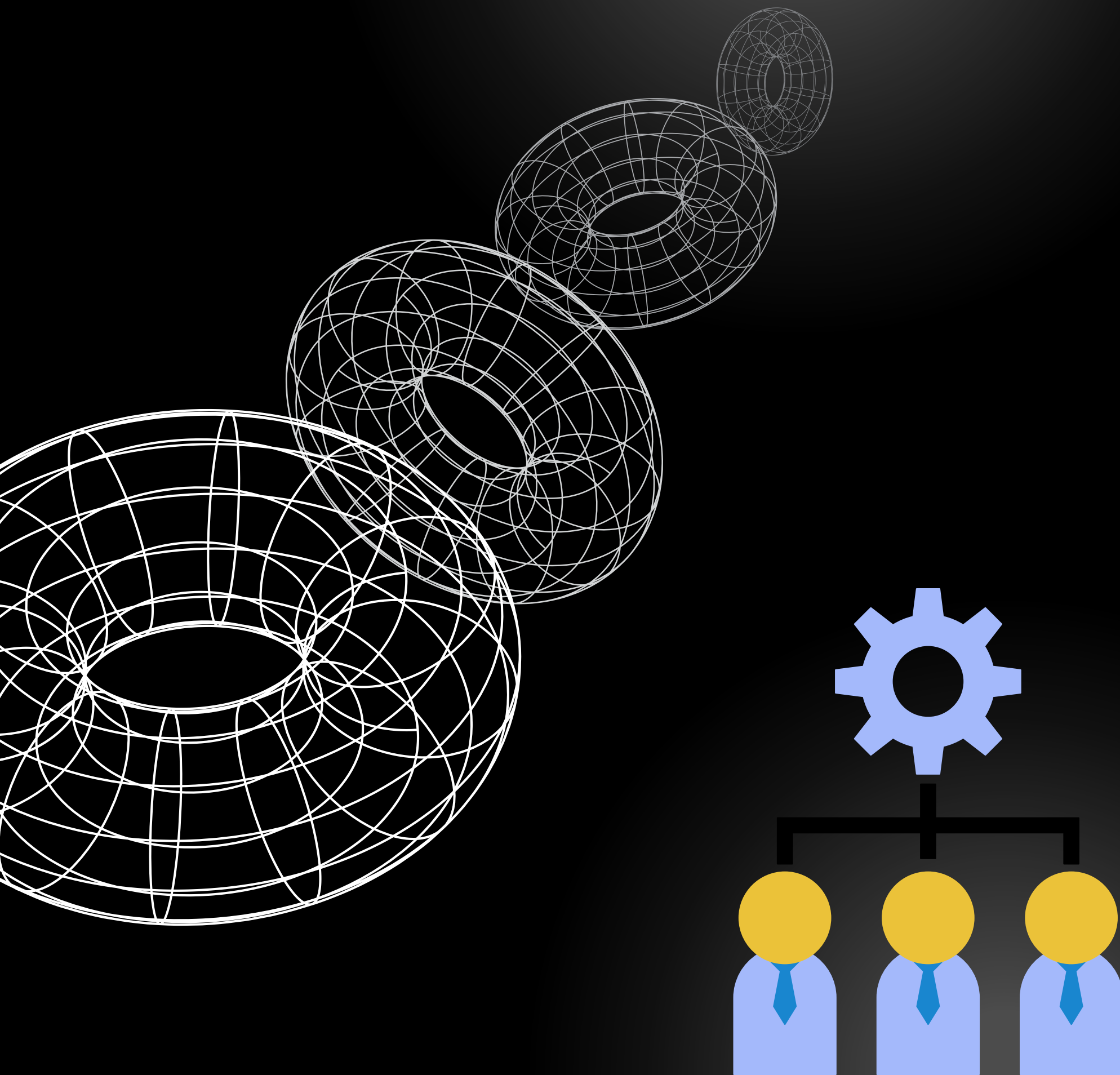
After launching a prototype, we plan to maintain and update the website by integrating new locations and educational resources. To ensure sustainability, we will collaborate with cultural institutions and technological partners who will help expand and update the platform in the medium and long term.

ANNAMARIA DE PASCALIS

TEAMWORK

The team behind this project includes virtual reality experts, web developers, and specialists in the educational and cultural sectors. This combination of skills enables us to create a platform that meets both technical and educational needs, ensuring a high-quality product that makes a real difference in education and cultural promotion.

MATTEO COLAGERI



CONCLUSION

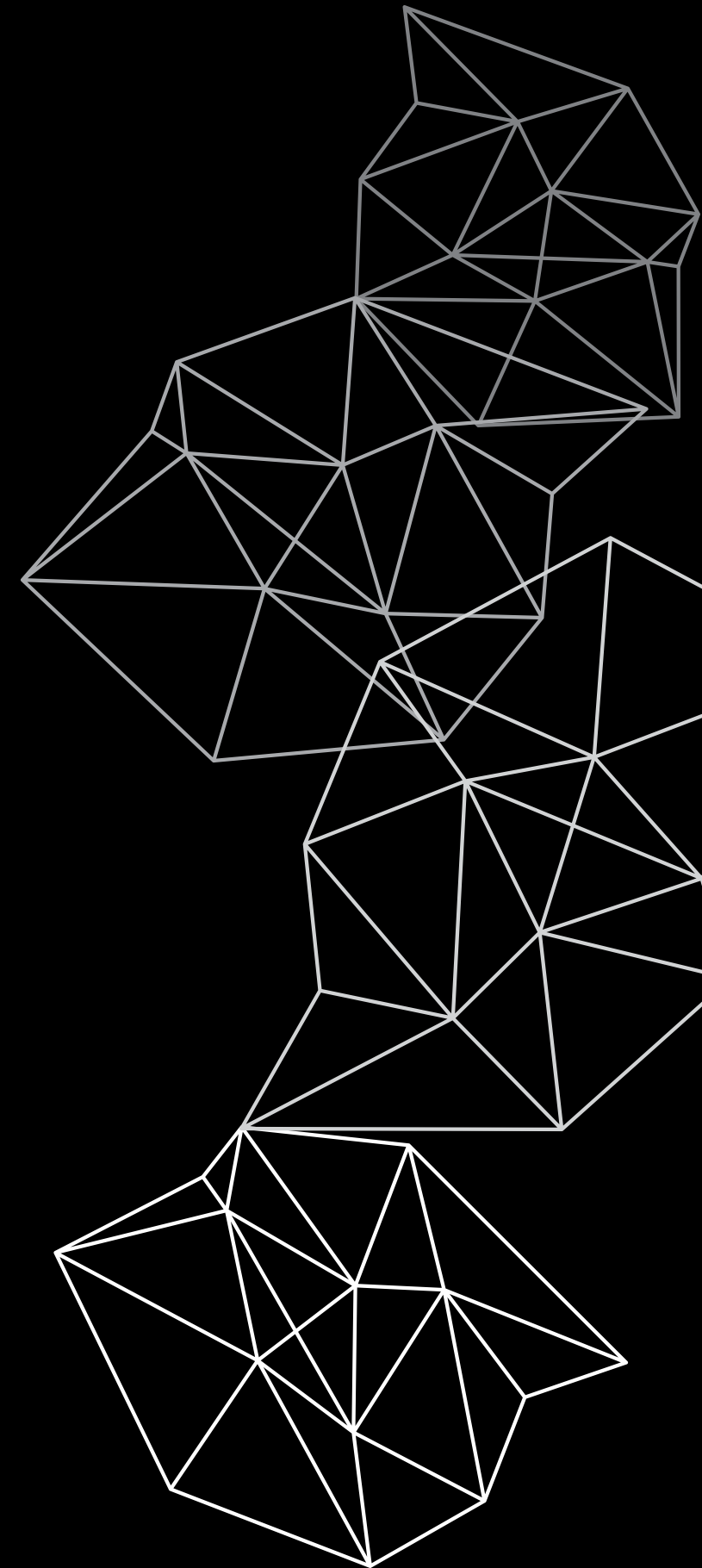
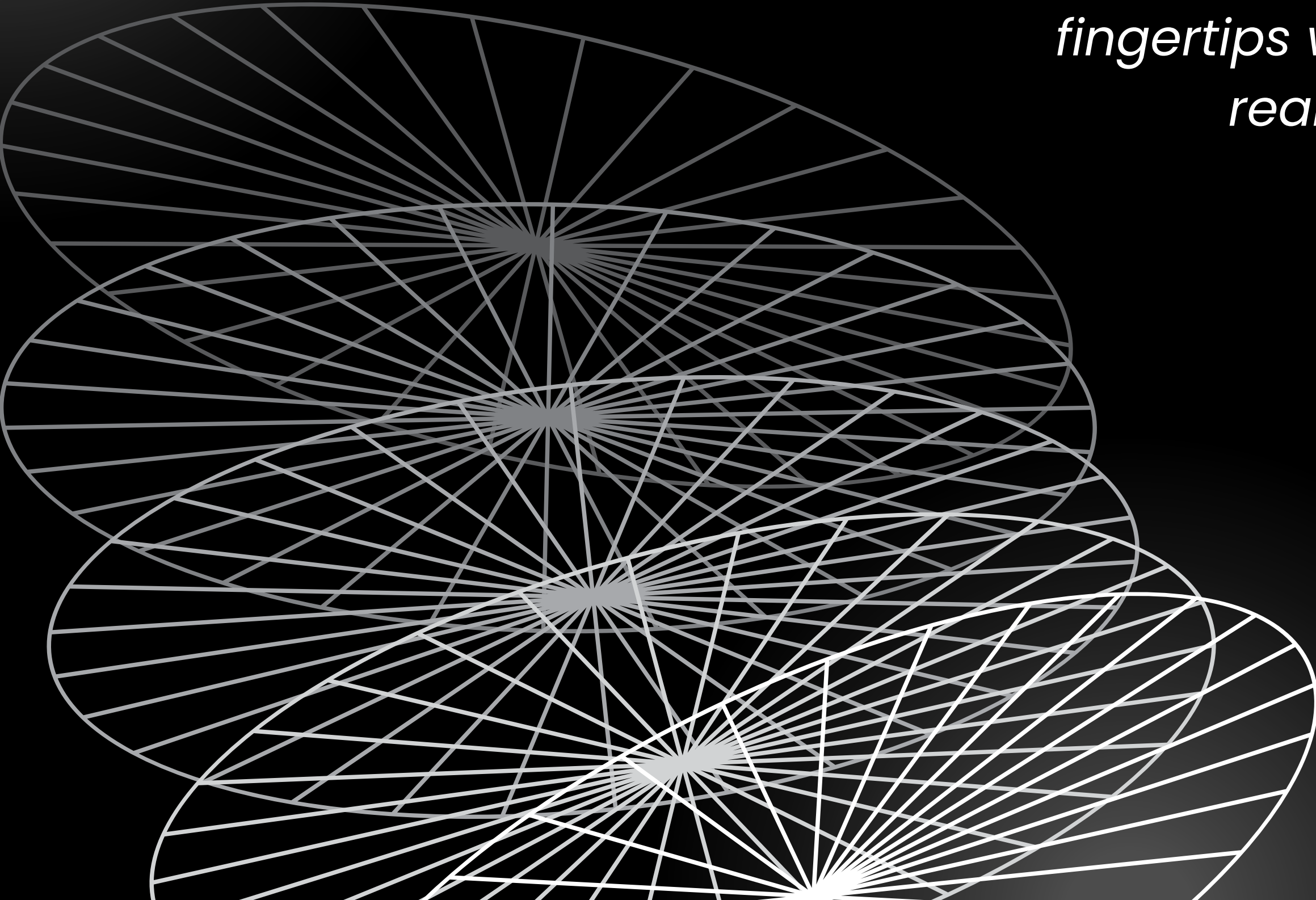
In summary, our website represents a step forward towards more accessible, modern, and engaging education, opening new possibilities to explore and appreciate cultural heritage. We aim to create a virtual environment that not only educates but also inspires users to understand and respect the cultural treasures around us.

MATTEO COLAGERI



"Explore the past, live the present, learn for the future: culture at your fingertips with virtual reality."

FUTURE FORWARD





THANK YOU

FUTURE FORWARD

4AL

COLAGERI MATTEO
DE PASCALIS ANNAMARIA
MILANESE DIEGO
NAHI ALESSANDRO
VIGLIANTE MATTIA