

ARTWIN



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Art Welcomes Inclusion through Innovative Technologies



Today advanced technologies offer extraordinary opportunities both in terms of production and distribution of innovative content, in terms of the protection and enhancement of cultural heritage, and in terms of accessibility.



On the other hand, the possible fields of application of digital to cultural heritage are enormous and the scenarios are constantly evolving. Technologies such as augmented and virtual reality, artificial intelligence, offer the opportunity to explore, thanks to special viewers, environments and places of the past, even lost, with immersive 360-degree experiences, in animated spaces. 3D reconstruction allows new forms of use, also aimed at the blind and partially sighted.

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The ARTWIN project aims to provide new digital and accessibility skills (artificial intelligence, algorithms, immersive technologies, 3D printing, vocal search/vocal systems, augmented and Virtual Reality, multisensory and tactile paths, development of individual skills to understand the world of disability) for the people related to culture and involved in adopting cultural services for disabled people. During the ARTWIN process, we work with trainers, in order to provide them with innovative and high-quality skills necessary to transmit new digital and accessibility skills to members/ learners. We aim also to facilitate access of local learners to basic knowledge and skills in new technology. and enhance the capacity of organizations among VET providers, operators in the touristic, cultural, and social sector to renew their services to greater inclusion and digital transition. Events are organized locally, accessible to all through careful organizational, spatial, technological, and managerial measures, and with appropriate communication methods.

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PROJECT PARTNERS:

