

Cultural and historical heritage protection: ICT and AR applications

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ICCS

Institute of Communication and Computer Systems (ICCS) of the National University of Athens (NTUA)

Research & International Profile

Important research results with numerous awards and prizes of excellence, having participated in more than 4000 EU projects.

Research Funding

Ranked among the top 20 European Organisations in terms of research funding and within the top 3 positions in Greece.

Personel & Infrastructure

More than 800 researchers, scientists and Faculty Members. 41 Labs in the fields of Electrical Engineering. 6 Research Groups/Units

Innovation & Partnership

ICCS actively supports the creation of startups, spin offs and clusters



4000+

Projects

Top 20 EU

Research

institutions

Researcher

6 Spinoffs & clusters

✤ 20+ years of Research in ICCS More than 90 ongoing research projects More than 150 highly gualified researchers ✤ 10 research teams



Cooperative Connected Automated Mobility

Intelligent Network Systems

Multimodal Logistics & Maritime Operations

Circular Economy & Tracing

Industry 5.0 & Smart Manufacturing

Smart Mobility Applied Systems

Extended Reality (AR/VR/XR)

Health Technologies

Earth Observation & Environmental Monitoring

Crisis Management & Secure Societies

Technology in the Service of Cultural Heritage Preservation

•AR/VR

•Three-dimensional digital technologies (3D modelling, 3D Scanning, 3D Visualization) •IoT

Sensors

Gamification

•Digital restoration

•Social networks

•Web technologies

•Information systems/ Big Data



Focus AREA Augmented Reality technologies and applications

Immersing the audience

AR for community engagement/Crowdsourcing tools
AR for visualization

Augmented Reality for Digital Heritage

- Interacting with surroundings enriched with virtual elements
- Engaging attention
- Recreating conditions that are not easy to do in a non-virtual world or environments that don't exist anymore
- Experiencing concepts in novel ways
- Promoting enjoyment, engagement and even learning
- Acquiring knowledge and skills in an environment rich in sensations, perceptions and emotions



EU R&D Projects

TAPPING THE POTENTIAL OF CULTURAL HERITAGE RESEARCH AND INNOVATION TO SUPPORT THE ACCESS TO OUR COMMON HERITAGE THROUGH TECHNOLOGIES, HIGH QUALITY DIGITIZATION AND CURATION OF DIGITAL HERITAGE ASSETS AND BY DEVELOPING SOLUTIONS FOR SUSTAINABLE AND INCLUSIVE CULTURAL TOURISM IN EUROPE

CULTURAL HERITAGE

AUGMENTED REALITY FOR DIGITAL HERITAGE



Applications of Situated Simulations 9220-01aa (AR, VR, 3D modeling) Developped three AR and VR "tours" and 3D models for selected monuments and demo sites.

Coordination



Technologies and methods for improved resilience and sustainable preservation of underwater and coastal cultural heritage to cope with climate change, natural hazards and environmental pollution (underwater and offshore sensors, AUV, 3D modelling, crowdsourcing, LL)



DRIVING A GREEN, DIGITAL & INNOVATIVE SUROPEAN CULTURAL HERITAG

Projects from the 2021 & 2022 calls for proposals of Cluster 2 "culture, Creativity & Inclusive Society" bestination: INNOVATIVE RESEARCH on EUROPEAN CULTURAL HERITAGE and the CULTURAL and CREATIVE INDUSTRIES



https://op.europa.eu/en/publicationdetail/-/publication/9e16c9a5-5cdf-11ee-9220-01aa75ed71a1/language-en





Greece 2.0 NATIONAL RECOVERY AND RESILIENCE PLAN

GREEK CULTURAL HERITAGE MEDIATED BY TECHNOLOGY: TRANSFORMING CULTURAL EXPERIENCES

- The APSIM project aims to promote the Greek culture using innovative technologies, assisting both the general public and the new generations to get familiar and love the archaeological wealth of Greece.
- Using an Augmented Reality (AR) and Virtual Reality (VR) applications, visitors of archaeological sites and museums will have the opportunity to enjoy a completely different tourexperience in the archaeological sites, resembling one of a video gaming! In particular, the visitors, using their smartphone, are able to admire the exhibits they select in their original form, being able to move and rotate their device, enjoying an interactive visiting experience.







APSIM: Three Use Cases



Two emblematic archaeological sites and a museum:

Delos island

- Athenian Temple of Apollo
- Propylaea
- House of Naxians
- ^{_} Dion, Pieria
 - Episcopal Basilica
- Epigraphic Museum, Athens
 - Arsenal of Philo







Augmented Reality Application The CirculAR approach

- Easily accessible from personal smartphone devices;
- Sensors utilization;
- AR camera functions;
- UI friendly and adaptable;
- Gamification;

Funded by the

European Union

NextGenerationEU

Educative mechanisms;

NATIONAL RECOVERY AND RESILIENCE PLAN

Greece







Virtual Reality Experience for Cultural Heritage

















Follow APSIM's Progress



in @apsim-project

The dual challenge of climate change and protection of cultural heritage **THETIDA**

the European Union NORWAY Coastal threats: Erosion, Hiorthhamn **Coal Cableway** heat, drought, Station earthquake, Lake IJssel anthropogenic influence, 8 Participating flooding, soil subsidence, Svalbard, countries seepage, salinization of Norway **Castle of** soil. **Mykonos Town** The Netherlands **17** partners Gallinara Equa WWII steel **NETHERLANDS** Island shipwreck Greece GREECE 7 pilot sites ITALY Albenga, La Spezia, Nissia Italy Italv Shipwreck Consolidated PORTUGAL **B24-Liberator** (PB4Y-1) **Underwater threats:** Temperature, water pollution and acidification, Cyprus human-induced activities, fouling, over ::::: Algarve, blooming, earthquake, currents Portugal **GYPRUS**

THETIDA

AND COASTAL HERITAGE

Funded by







Long-term mapping of coastline changes and coastal erosion using satellite data

2nd step: Coastline extraction for every year.



Next steps: Validation, Refinement, Coastline trends





In-situ sensing (smart buoy, wearables, boat sensors, smart tags, microclimate stations)







Diving activities for underwater data collection

















Funded by the European Union

Crowdsourcing mobile application







Funded by the European Union





Funded by the European Union

Analysis of heritage materials, wetting, deterioration, seawater acidification



Sampling of Nissia shipwreck (Cyprus)

EU Green Cluster on Cultural Heritage

With a mission to bring together actors from practice, research, and policy to promote the development and adoption of advanced solutions and facilitate researchers to share insights and best practices, identify synergies for dissemination and communication actions, and propose integrated feedback recommendations to policy makers in the EC and beyond

The Green Cluster is promoted by the Horizon Europe Research and Innovation Actions active EU projects THETIDA, RescueME, TRIQUERTA, STECCI



HETIDA



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...heritage is not a thing of the past, but more of a foundation for actively responding to unforeseen challenges of the future

