XR for Culture

Creating a Multisensory XR Experience about Ancient Athens

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XR in cultural applications

Create immersive and interactive visitor experiences

Discover more

Training in real world simulations

Advanced training scenarios for real world simulations such as firefighter brigade exercises

Discover more

https://www.bridges-horizon.eu/

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Creating a Multisensory Experience about Ancient Athens

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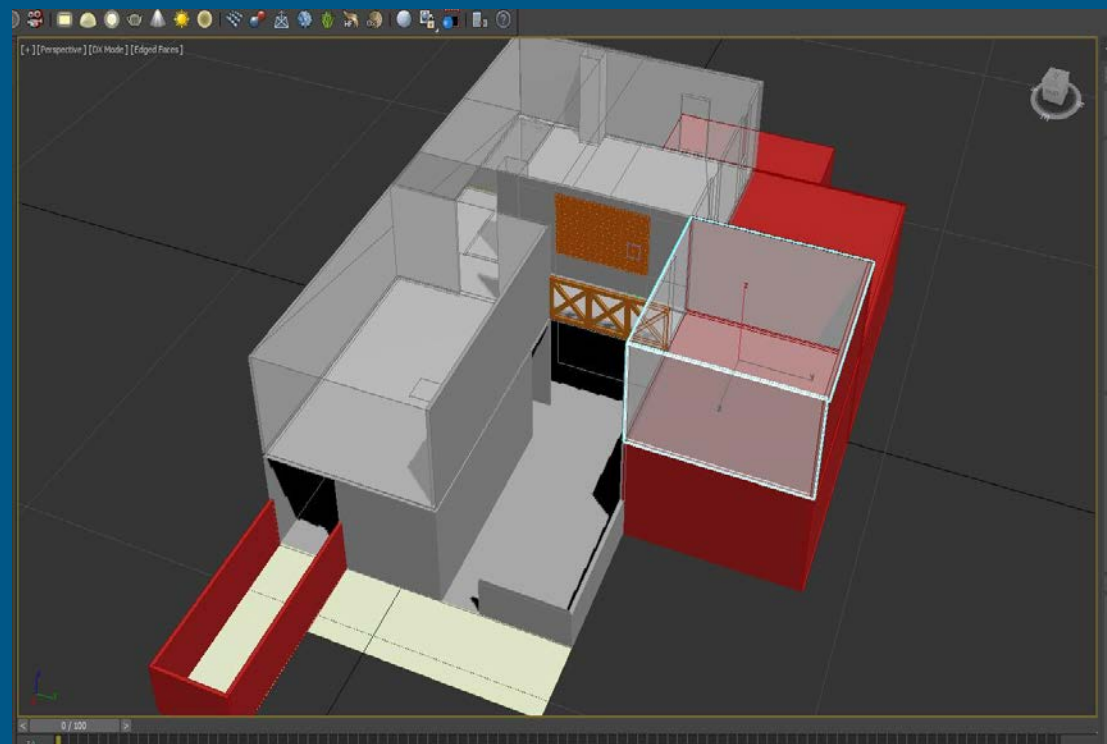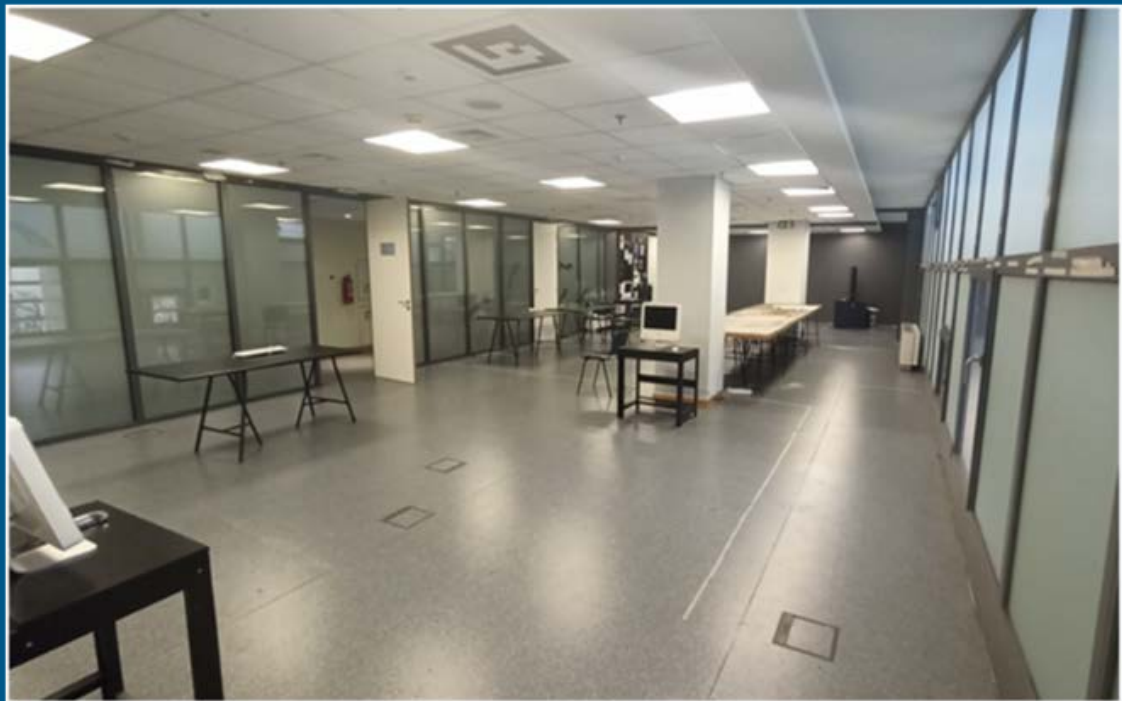
Designing the Ancient Athenian House
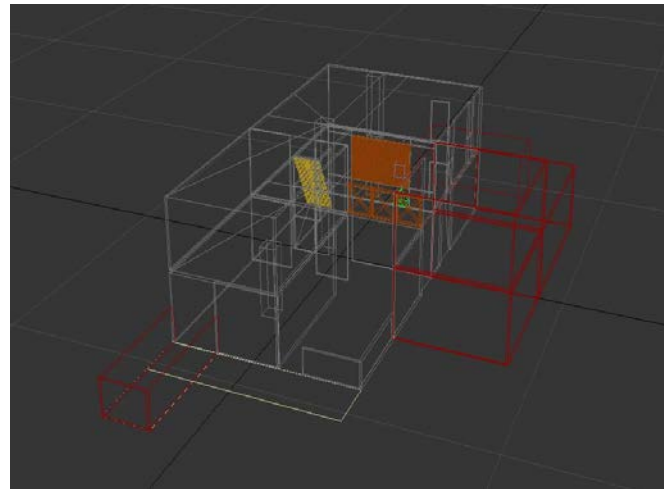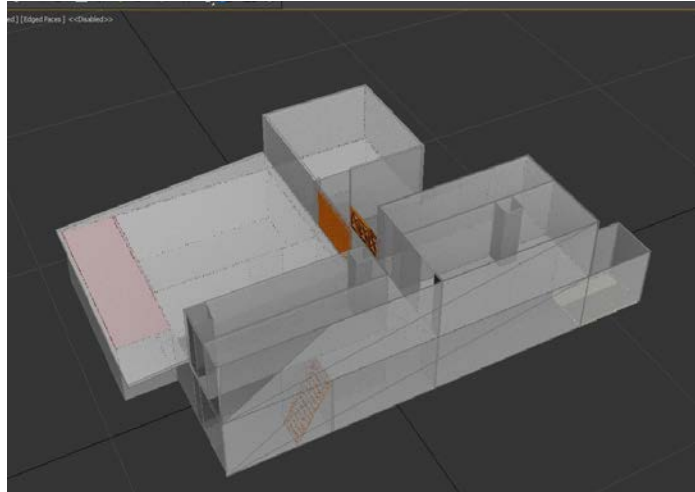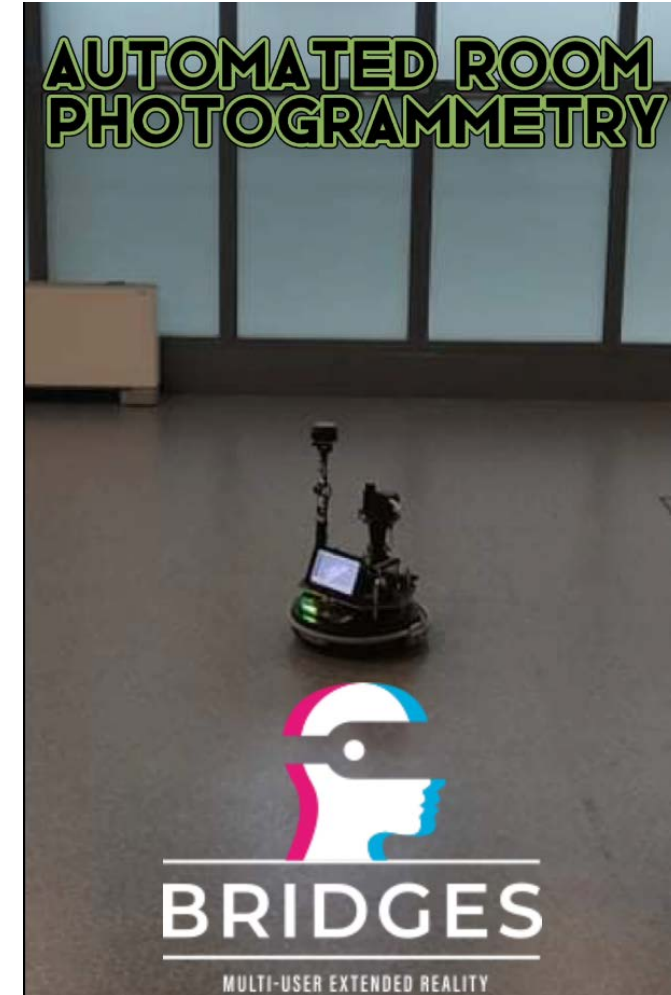
eXtended Reality features

- immersive (headsets/backpack PC)
- multi-user (5 visitors) concurrent interaction
- co-located (movement into a physical space)
- device-less interaction (hand & motion tracking)
- interaction with physical objects
- multisensory: smell, wind

- low cost
- for spaces of any size and configuration

video

XR for the Public

- Final Project evaluation was in June and passed successfully

- Public Opening (TBD)

- Building

Thank you for your attention!