

What is 'Cultural Heritage' and what does it mean to you?

- Define 'cultural heritage'
- Describe what it means to you
- 5 examples

Definition of Cultural Heritage

- Expression of ways of living developed by a community and passed on from generation to generation.
- Includes customs, practices, places, objects, artistic expressions and values, stories & memories.
- Tangible and intangible, always mutually connected.
- Intangible heritage expressed in tangible.



Types

- **Built environment; architecture, monuments, archaeological remains**
- Natural environment; cultural landscapes, agriculture, nature, sea, coasts
- Artifacts: art, books, objects, archives

Built cultural heritage

- Not only expressions of 'high culture', such as castles, palaces, cathedrals and monuments;
- Also farm houses, gardens, factories, shops, modest houses, bridges, tunnels, railway stations, post offices, street furniture etc.



Our built environment

- Why focus?
- The Story of Rhodes;
- Most commonly accepted idea of cultural heritage;
- Our most direct contact with the past;
- Many narratives possible.



Burning house metaphor

- What would you take with you if your house was on fire?
- Most respondents: photo albums
- Photo albums are our personal cultural heritage.
- Cultural heritage is like the photo album of a society.



Conservation

- Examples of restoration in Middle Ages
- First heritage conservation in Renaissance
- Modern conservation and heritage awareness dates from 19th century
- 20th century; both largest destruction and protection (Europe)





Cultural Heritage today

- Has become professional, multi-billion euro business;
- But great regional and national differences;
- Heritage studies; combination of disciplines;
- Challenges and opportunities for private and public institutions to cooperate.



Cultural Heritage & Education



- Cultural Heritage is a resource for understanding history and people;
- It is an educational resource, both as learning experience and as tool for various disciplines: history and arts, science, society, religion, mathematics, nature, technology, design, aesthetics etc.

Cultural learning with a digital tool

- Augmented reality game; 'taleblazer'
- Narrative or scenario
- Example: 'Rhodes, 1521'

The Narrative

- Narrative is a storyline or scenario, whether existing or new that is used as a tool to teach;
- The narrative is essential and needs to be carefully selected or crafted with the target group and teaching objective in mind.
- Narratives should be inclusive and mindful of different views originating with children of different backgrounds.
- Big responsibility of the teacher.



‘Rhodes, 1521’

- On occasion of Open Doors 2016
- Umbrella theme: Knights of Rhodes
- Game designed to add self-guiding experience, ‘gamified guidance’
- Broad target group; 10-99
- Clear scenario based on underlying narrative



7^{ες}
ΑΝΟΙΚΤΕΣ ΠΟΡΤΕΣ
23-24-25
Σεπτεμβρίου 2016



THE KNIGHTS
OF RHODES
ΟΙ ΙΠΠΟΤΕΣ
ΤΗΣ ΡΟΔΟΥ



A joint project of / Συνδιοργανωτές



Partners / Συνεργάτες



AEGEAN UNIVERSITY
/ Learning Technology and
Education Engineering Lab



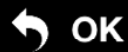
HELLENIC
HISTORY
FOUNDATION

[illegible]

RHODES, 1521



Travel back in time to the Street of the Knights in Rhodes, Anno Domini 1521, one year before the fall of the city. Discover the street's heritage and monuments, earn gold 'ducats', silver 'ecu's' and copper 'deniers' and check your score. Will you be the Grand Master's best friend or a galley slave? Let's find out!



Dear traveller, after a long and hazardous journey over land and sea you have finally arrived in the magnificent city of Rhodes, ruled by the famous Knights of the Order of St. John. You're hungry, tired and you have some injuries after you fell on board of your ship during a storm. You want to stay in Rhodes and start a new life. But will the Knights let you?

After their great victory over the Ottomans in 1480 and an earthquake they are still busy rebuilding the city. There is a lot of work and nobody knows when the enemy comes back... The knights always need good people. If you prove that you are worthy, you may become a citizen of Rhodes.



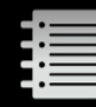
Rhodes 1521-EN-GPS



Map



Player



History



Log





Finding a place to stay

This is the second largest building in town, after the palace of the Grand Master.

What is its function?

- a) It is the New Hospital
- b) These are the soldiers' barracks
- c) It is the museum of the Order of St. John



A



B



C

Awesome, well counted! Or did you just guess? A gold Ducat is yours.



The Chapel of St. Michael

This is the Chapel of the Archangel Michael (Holy Trinity) The official patron of the Order is St. John the Baptist but, because of the military nature of the Order, certain other saints are important as well. Especially St. Michael the Archangel, the patron of soldiers and the general of the Army of God in the fight against Satan.

There are several other 'military saints', which of the following belongs to that category?

- A) St. Francis of Assisi
- B) St. George the Dragonslayer
- C) St. Theresa of Avila



The merchant

A Bonus?

There are a few questions left. They are difficult. And you are not sure if in the end you will be allowed to stay in Rhodes. Rhodes is full of bankers, merchants and other people looking to profit from the many economic opportunities that the town offers. A man approaches you, he looks rich, well dressed. He is a merchant from Venice and a good friend of the Grand Master. He offers to help you. In exchange for two gold ducats you will get the correct answers to all remaining questions. And more: you will have a meeting with the Grand Master himself!

What will you do?

- a) Hm, I do not trust this man, I will decline the offer.
- b) Yes, in a strange place I need influential friends to help me succeed. I pay two gold ducats.



A



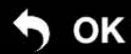
B

You just lost two hard earned gold ducats. The 'merchant' quickly disappeared. That should be a lesson to you, never trust a stranger like that! But don't worry, you have still several chances to win back your gold ducats.





The chancellor: "*Its people like you we need here, I am very impressed by your knowledge and skills. I will introduce you to the Grand Master, I am sure a brilliant career is waiting for you in our beautiful town.*"



Game synopsis

- Set in the past, 1521, important date for the theme, increase of 'drama'
- Augmented reality
- Part of wider educational program and event, including lectures, workshops, films, information folders etc.
- Neutral scenario
- Elements of adventure/fun
- Educational target
- Defined target group

Depending on score

- More gold ducats: you are welcome
- More silver ecu's: you can stay
- More copper deniers: you are sent to the galleys

Next...

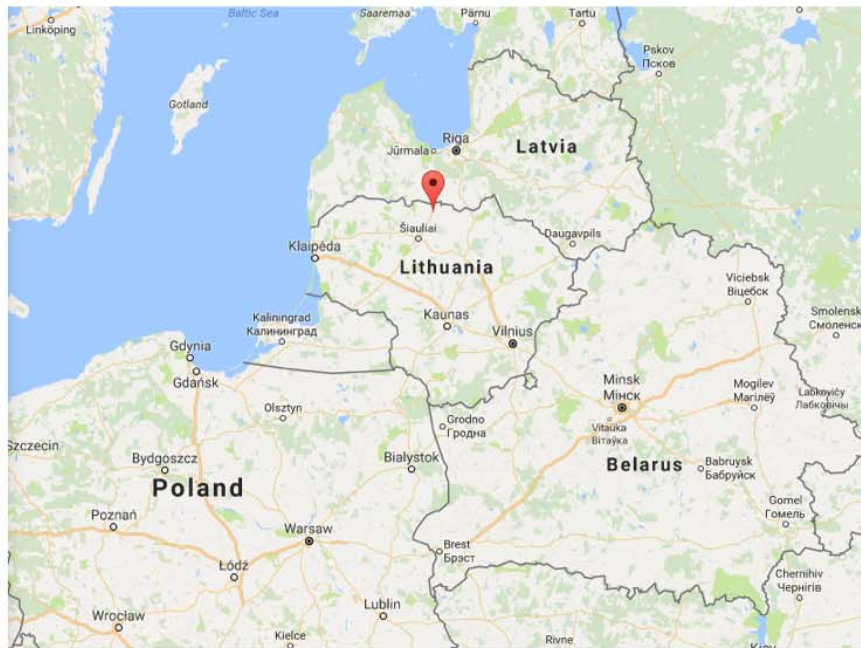
- Tuesday: Old Town Rhodes, answer questions, collect material (photos, impressions, stories)
- Wednesday: More about narrative and scenario writing, digital tools workshop/taleblazer
- Thursday: Field trip to Lindos
- Friday: Workshop Padlet & Thinglink

But before that...

Joniškis, Lithuania

Vidmantas Sutnikas and Violeta Zidoniene

Population: 11.000



Kranj, Slovenia

Bostjan Kernc

Population: 38.000



Bocholt, Germany

Christoph Schultheiss and Jan-Bernd Lepping

Population: 71:000



Lleida, Spain

Jane Mercer

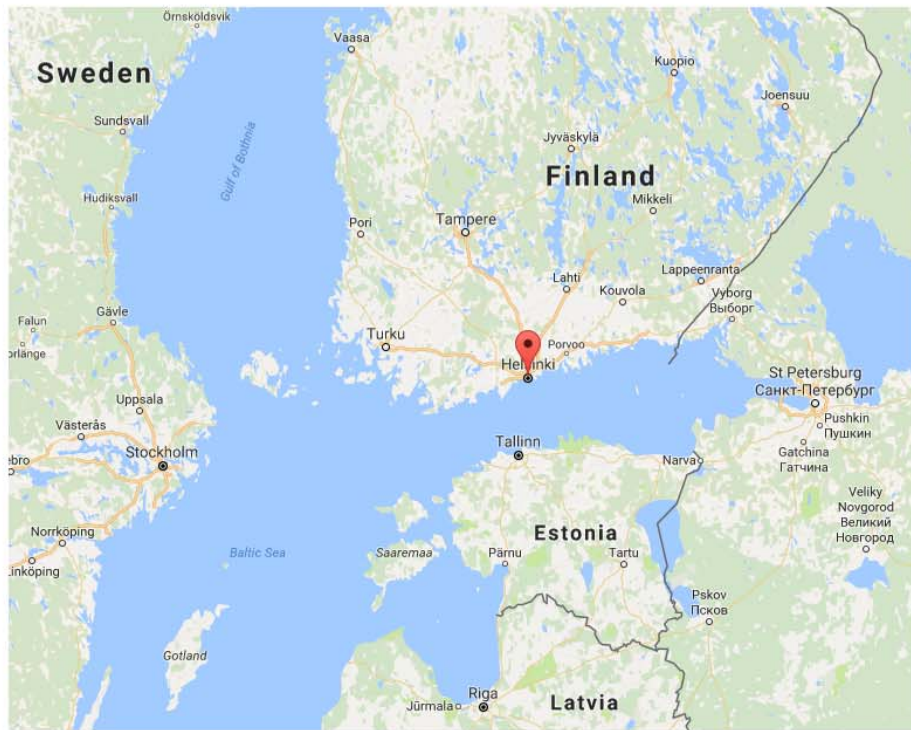
Population 140:000



Helsinki, Finland

Sari Muhonen

Population: 630.000



Present your town

- Short general description;
- Cultural (and built) heritage in your town;
- Cultural heritage at your school?
- Multicultural (pluriform) heritage?
- Different storylines, narratives?

High time for a
Coffee Break!

