

## COURSE OUTLINE

### 1. GENERAL

<b>SCHOOL</b>	APPLIED SCIENCES		
<b>DEPARTMENT</b>	DIGITAL MEDIA AND COMMUNICATION		
<b>LEVEL OF STUDY</b>	UNDERGRADUATE		
<b>COURSE UNIT CODE</b>	DMC 652	<b>SEMESTER OF STUDY</b>	6th
<b>COURSE TITLE</b>	DIGITAL TECHNOLOGIES IN CULTURE		
<b>COURSEWORK BREAKDOWN</b>		<b>TEACHING WEEKLY HOURS</b>	<b>ECTS Credits</b>
Lectures		2	
Practice - Workshops		1	
Total		3	4
<b>COURSE UNIT TYPE</b>	Elective, General Course Infrastructure		
<b>PREREQUISITES :</b>	-		
<b>LANGUAGE OF INSTRUCTION/EXAMS:</b>	GREEK		
<b>COURSE DELIVERED TO ERASMUS STUDENTS</b>	Yes (in English)		
<b>MODULE WEB PAGE (URL)</b>	TBA		

### 2. LEARNING OUTCOMES

<b>Learning Outcomes</b>
<p>Exploiting the use of new technologies by museums and other institutions that promote culture is the purpose of this course. Today there is a wide range of technologies used in the field of culture for information dissemination and promotion. These technologies range from interactive multimedia applications, audiovisual productions and virtual reality applications which are used to promote monuments, museum exhibits and collections. There are also technologies that are used for digitization of objects of cultural interest (e.g 3d scanning, document scanning etc). The course will make extensive reference to these technologies and will give examples of case studies where museums or other organizations that promote culture have made innovative uses of technology</p> <p>Upon successful completion of the course the students must be able to:</p> <ul style="list-style-type: none"> <li>• Demonstrate solid knowledge on various technologies, that find applications in culture, analyze and classify them.</li> <li>• Assess, select and combine the appropriate technologies for the effective promotion of cultural objects, places of interest and institutions related to culture</li> <li>• Evaluate and compare applications (web, multimedia, interactive, web 2.0 applications, etc.) associated with culture (museums, archaeological sites, etc.).</li> <li>• Adapt to technological developments related to the field of culture</li> </ul>
<b>General Skills</b>
<ul style="list-style-type: none"> <li>- Autonomous Work</li> <li>- Teamwork</li> <li>- Search, analysis and synthesis of data with the use of new technologies</li> <li>- Critical thinking</li> <li>- Free, creative and inductive thought</li> <li>- Interdisciplinary field work</li> </ul>

### 3. COURSE CONTENTS

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| <ul style="list-style-type: none"> <li>• History of new technologies used in the promotion of culture</li> </ul> |
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- Interactive multimedia applications used in culture, Interactive Exhibitions, information kiosks, interactive games, automatic guides
- Audio visual productions (Documentary Video ή Video Art),
- Virtual reality και augmented reality in culture
- Virtual 3D simulation of monuments and objects, virtual reconstruction of historical monuments and objects.
- Applications for promoting cultural heritage eg virtual tourism and virtual museums
- Educational applications in culture (for researchers and students of history and culture, educational activities in museums, etc.)
- Mobile applications to enhance the visitor experience (in museums and archaeological sites). Geolocation apps.
- Creating and managing digital collections, digitization technologies (digitizing documents, images, audio files, 3D scanning, etc.). Digital libraries with cultural content.
- Web design for museum sites and sites of cultural content
- Social network applications for exchanging impressions, experiences while visiting museums and other sites of cultural interest
- Innovative case studies

#### 4. TEACHING METHODS - ASSESSMENT

<b>MODE OF DELIVERY</b>	In-Class	
<b>USE OF INFORMATION AND COMMUNICATION TECHNOLOGY</b>	Support of the learning process through the e-class platform.  Support of the learning process through multimedia video-lessons.	
<b>TEACHING METHODS</b>	<b><i>Method description</i></b>	<b><i>Semester Workload</i></b>
	Lectures	26
	Practice - Workshops	13
	Project Work (non-compulsory)	24
	Personal Study	37
	<b><i>Total Work Load for student with project work</i></b>	<b>100</b>
	Lectures	26
	Practice - Workshops	13
	Personal Study	61
	<b><i>Total Work Load for student without project work</i></b>	<b>100</b>
<b>ASSESSMENT METHODS</b>	I. End of Semester Formal Examination (60-100%) - Short answer questions - Essay questions - Questions of solving communication problems. II. Presentation of Group Projects (0-40%)	

#### 5. RESOURCES

- *Recommended Book Resources:*

John Liritzis (2008). New technologies in ancient sciences, , Gutenberg - <sup>1</sup> Dardanians.

- *Recommended Article/Paper Resources:*

Large number of articles and papers from the:

*Journal of Cultural Heritage*

*Proceedings of the conference «Scanning for Cultural Heritage Recording»*