# Digitale Kompetencer for Kreative Hjerner

Scaling up Digital Culture in Europe



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## **Agenda**

13:00 - Bastian I. Hougaard Kreativitet med Teknologi

13:15 - Diana Andone
Om DigiCulture Projektet (English)

13:30 - Everyone Gruppebillede

13:35 - Bastian I. Hougaard
Introduktion til VR Værktøjer

14:00 - Workshop Workshop











# The 2021 Society is Connected.

95% of Danish households have internet access and technology accelerates..

But does our culture follow along the exponential development?

(statista, 2019)

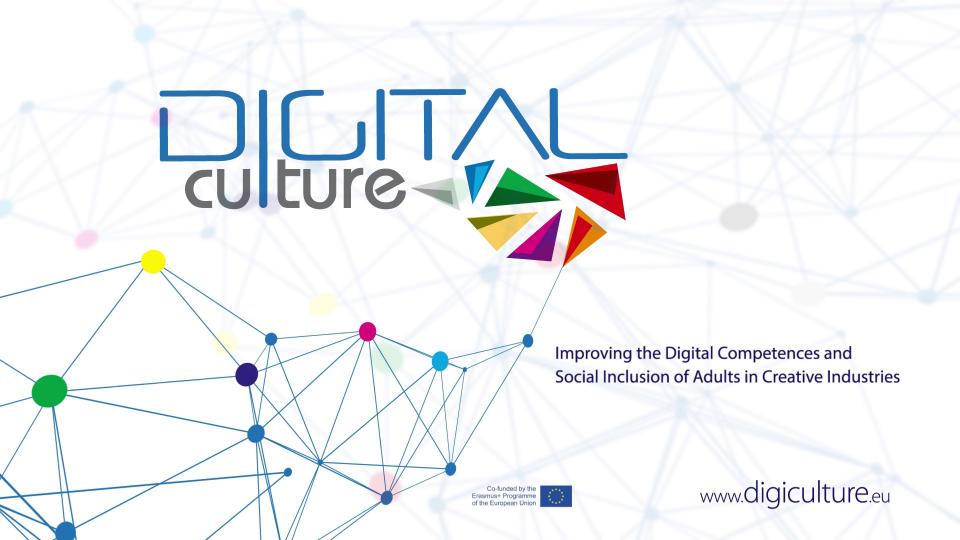


# People keep seeking more education.

The internet provides 24/7 access to learning new knowledge and skills.
But where to start?









Diana Andone

Group Photo

Improving the Digital Competences and Social Inclusion of Adults in Creative Industries

# **Creative Competencies of the Future**



**Augmented Reality** 



Mobile Experiences



Storytelling



Digital Analytics



Virtual Reality



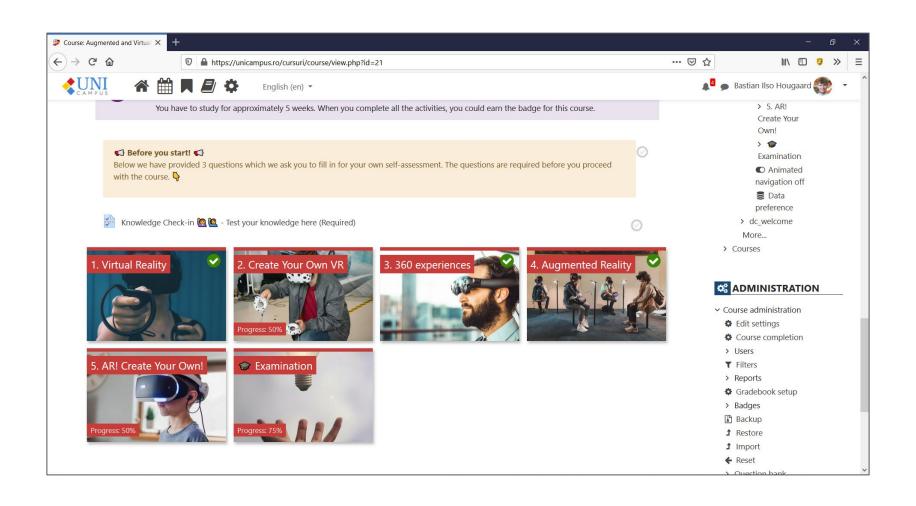
**Digital Publishing** 







Virtual Reality
DigiCulture Course



# A History of Virtual Reality

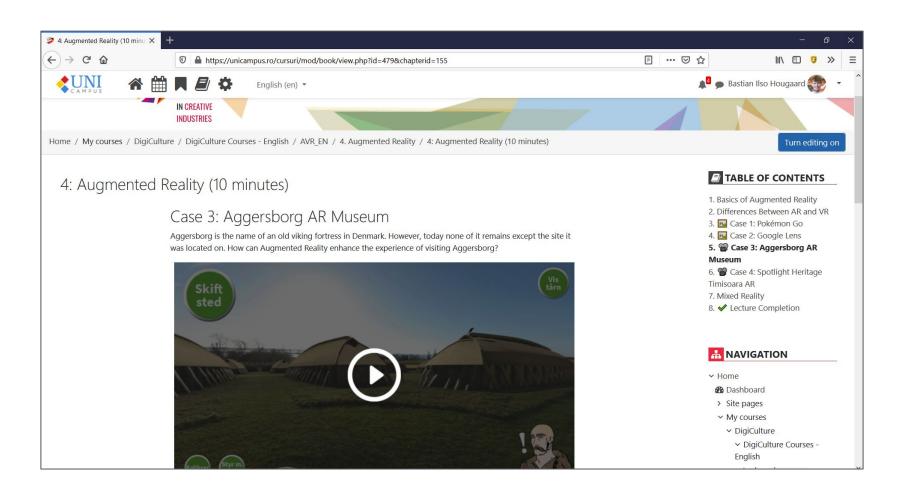


From <a href="https://virtualspeech.com/blog/history-of-vr">https://virtualspeech.com/blog/history-of-vr</a> and Wikimedia

2021



Wireless Virtual Reality Systems From 1300.- DKK





https://il.create.aau.dk/aggersborg html/



# How can we push the boundaries of Virtual Reality for..

Design and Art?

Treatment and Mental Health?

Museums, Galleries and Libraries?

Tourism?





# **Introduction to CoSpaces VR Tool**



Introductory tool for building VR experiences based on 360° images.

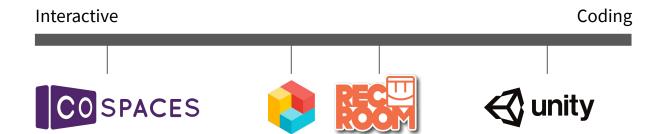
## Capabilities:

- Explore Custom 360° images
- Annotate with Text, Pictures and 3D models
- Interaction and Multiple Scenes





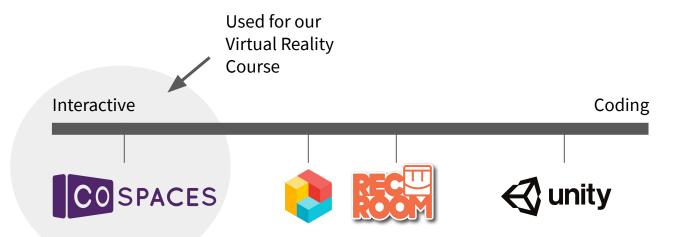
# **VR Tools Comparison**







# **VR Tools Comparison**











# Example 360 Image



# Let's Explore the Boundaries of VR Together

5 MIN

Audience Sign Up for Virtual Reality Course

**10 MIN** 

Introduction to CoSpaces (VR Tool)

**30 MIN** 

Audience Challenge: Build a VR environment

15 MIN

**Presentation of Audience Solutions** 







# **1** Select Your Challenge

Mindfulness/Therapy Environment Thought-Provoking Experimental VR

Indoor/Outdoor Exhibition in VR Design a VR Game Prototype

# **2** Team Work!

Each team will have a slideshow here:

https://docs.google.com/presentation/d/109UOSTHhV4z29w57s9NHunECJvPQCJSeY2tSvi3tlC4/edit?usp=sharing

Virtual Participants, fill this form:

https://forms.gle/SSgwbevyea36sCRFA



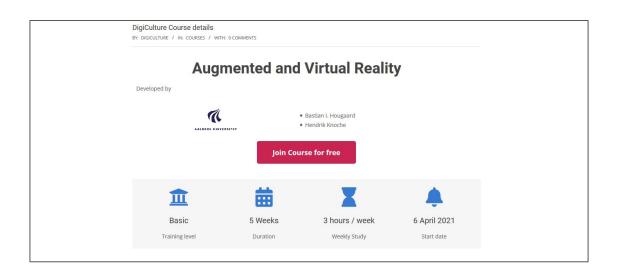


- **3** Brainstorm How to Solve Your Challenge
  - How would you design the VR environments?
  - What do you need as "minimum" in the environment?
  - 10 Minute Brainstorm in your groups

# Sign Up Form:

# Go to:

https://digiculture.eu/en/digiculture-course/?id=21



# Virtual Reality Course as a Resource

Get Inspiration for your VR Design.

Find Design Tips about VR, that can be applied to your domain.



Home / My courses / DigiCulture / DigiCulture Courses - English / AVR\_EN / 1. Virtual

# 1.2: Case Studies of Virtual Reality (5 minutes)



Fig 2. Scenarios for Virtual Reality. How do we design for them?

# Typical Virtual Reality Scenarios

As VR designers, we need to be aware of **what virtual reality means for people's inte**i depicts different Virtual Reality scenarios above. Lets compare the scenarios in detail:

- Scenario A shows Joe wearing a VR headset next to Dave outside VR. Typically in reduced communication Joe and Dave may be able to speak to each other, but each other. This presents an interesting dilemma for us as VR designers. How car about his VR experience with Dave?.
- Scenario B shows Joe and Dave both wearing VR headsets and being in the sam share the VR experience with each other, which they thoroughly enjoy. However, concern - Since both Joe and Dave are in VR and no one else is around, they may
- Scenario C shows Joe and Dave in the real world, watching a projection of a virt
  this Virtual Reality? Some argue yes however, this type of VR has very limited in
  used, for example together with Scenario A, to allow Dave in the real world to for
- happening to Joe in the virtual world.

   Scenario D finally shows virtual reality as you will experience it in this course ar



DEMONSTRATION

https://edu.cospaces.io/Studio/Spaces

Sign Up as "Teacher"

# Select Your Base 360° Image



# 30 MIN Design Your VR Experience



Do you want to paint/draw on your 360 image?



Do you want to place 3D models or text?





Do you want to add a Soundtrack?

Write a narrative?

Presentation/Demo

Improving the Digital Competences and Social Inclusion of Adults in Creative Industries

# **Explore Online Courses**



IWWWIDW\_EN The Internet, World Wide Web and introduction to the digital world



DCoPub EN Digital Content & Publishing



DPOL\_EN Data Protection and Open Licenses



DADA EN Digital Audiences, Digital Analytics



SMC EN Social Media for Culture



AVR EN Augmented and Virtual Reality



DCDLM EN Digital Curation - Digital Libraries and Museums



DSSE\_EN Digital Safety, Security and Ethics



DS\_EN Digital Storytelling



MAMUE\_EN Mobile Apps and Mobile User Experience



DMC\_EN Digital Management in Culture



DComPre\_EN Digital Communication & Presentations

# 30 MIN Online Course Feedback

What can we improve in the online courses?

How can we make the courses more relevant for you?

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Scaling up Digital Culture in Europe

Thanks for the participation!

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