Mobile Media & Urban Spaces

Bauhaus-Universität Weimar

02. Cultural Heritage

SS2013
Joatan Preis Dutra
Faculty of Media
Chair of Interface Design
joatan.preis.dutra@uni-weimar.de
http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Media_and_Urban_Spaces_WS13

Summary

Cultural Heritage

Elements and Preservation

Cultural Heritage

What is Cultural Heritage?

- *"Cultural heritage (…) is the legacy of physical artifacts (cultural property) and intangible attributes of a group or society that are inherited from past generations, maintained in the present and bestowed for the benefit of future generations".* ("Cultural heritage - Wikipedia, the free encyclopedia," n.d.)

Cultural Heritage & Mobile

The relation between Mobile & Cultural Heritage, is that nowadays in order to enjoy a historical and cultural experience, it is not mandatory to visit a museum or to buy a guide to check the information about the monuments and historical buildings in a city.

Despite the importance of these institutions and options, the technology allows the expansion of the concept one step further, and the cities itself can be considered open air museums.

Cultural Heritage & Mobile

The spread and importance of mobile devices on every-day activities is well known, but its use for cultural preservation doesn't grow in the same speed.

The tangible and intangible elements of cultural heritage can be explored on two ways: from the heritage-source (as a museum) to the user, and from the user providing content for the heritage-source.

Cultural Heritage & Mobile

It is not new to say that mobile devices have an important role in the society.

- *"[m]ost of the current communication processes are based on the use of mobile devices. Some of the most used are tablet pc, pocket pc, smart-phone, PDA (Personal Digital Assistant), and iPod. (…) Adapting the power of these technologies to the field of cultural heritage, allows the broadcast of local heritage to a worldwide level"* (Cutrí, Naccarato, & Pantano, 2008, p. 440).

Cultural Heritage & Mobile

The mobile devices have already supplanted the preference of the users as interface to check the latest news (Indvik, 2010), but its use as an entertainment tool or even as a personal educational device have still room for improvements and projects.

Cultural Heritage & Mobile

If in one hand the technology can bring the world in a small scale of a mobile screen by enhancing the museums and galleries possibilities, in other hand the portable technology can add elements to the real world, changing the perception and turning the entire city into an open-air museum. There are no more limitations about space, neither about the opening hours to provide to the visitors a complete and empowered cultural experience.

Cultural Heritage

Some aspects about the culture preservation should be considered:

- *"There are many issues in the presentation of culture. One is the definition of culture itself, the second issue is to understand how culture is transmitted, and the third is how to transmit this cultural knowledge to people from another culture. In the case of virtual heritage, a fourth also arises, exactly how could this specific cultural knowledge be transmitted digitally?"* (Champion, 2011, p. 131).

Cultural Heritage

There are, in essence, two aspects of the cultural heritage to be preserved: the **tangible** and the **intangible** elements.

Cultural Heritage

The **tangible** one could be divided in "Immovable heritage" – being land or land-based resources, such as buildings;

Cultural Heritage

and "Movable heritage", touchable resources that can be detachable and transported from one place to another, as objects, documents, etc.

Cultural Heritage

The **intangible** heritage is the non-material elements, such as culture, stories, language, dance, etc. (Ontario - Ministry of Municipal Affairs and Housing, n.d.).

Cultural Heritage: Organizations

Cultural Heritage: Organizations

- *"The Blue Shield is the cultural equivalent of the Red Cross. It is the protective emblem specified in the 1954 Hague Convention (Convention for the Protection of Cultural Property in the Event of Armed Conflict) for marking cultural sites to give them protection from attack in the event of armed conflict. The Blue Shield network consists of organizations dealing with museums, archives, audiovisual supports, libraries, as well as monuments and sites".*
("About The Blue Shield," n.d.)

Cultural Heritage: Organizations

Cultural Heritage: Organizations

- *"The United Nations Educational, Scientific and Cultural Organization (UNESCO) seeks to encourage the identification, protection and preservation of cultural and natural heritage around the world considered to be of outstanding value to humanity. This is embodied in an international treaty called the Convention concerning the Protection of the World Cultural and Natural Heritage , adopted by UNESCO in 1972".*
  ("UNESCO World Heritage Centre - World Heritage," n.d.)

Cultural Heritage in Germany

http://whc.unesco.org/en/statesparties/DE/

Partial screen-shot of UNESCO's website, showing the Cultural World Heritage sites in Germany.
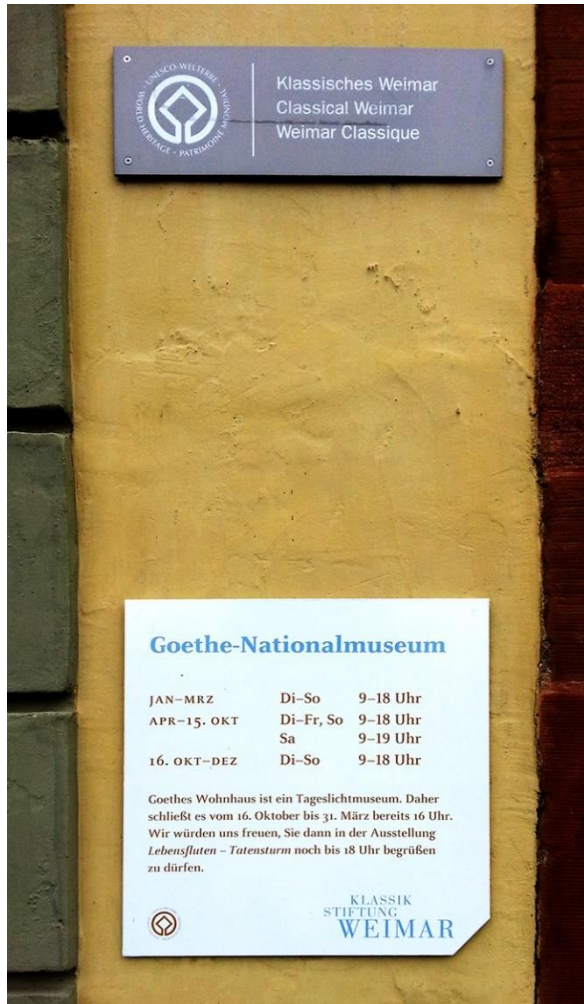
Cultural Heritage in Germany

- Aachen Cathedral (1978)
- Abbey and Altenmünster of Lorsch (1991)
- **Bauhaus and its Sites in Weimar and Dessau (1996)**
- Bergpark Wilhelmshöhe (2013)
- Berlin Modernism Housing Estates (2008)
- Castles of Augustusburg and Falkenlust at Brühl (1984)
- **Classical Weimar (1998)**
- Collegiate Church, Castle and Old Town of Quedlinburg (1994)
- Cologne Cathedral (1996)
- Fagus Factory in Alfeld (2011)
- Frontiers of the Roman Empire (1987)
- Garden Kingdom of Dessau-Wörlitz (2000)
- Hanseatic City of Lübeck (1987)
- Historic Centres of Stralsund and Wismar (2002)
- Luther Memorials in Eisleben and Wittenberg (1996)
- Margravial Opera House Bayreuth (2012)
- Maulbronn Monastery Complex (1993)
- Mines of Rammelsberg, Historic Town of Goslar and Upper Harz Water Management System (1992)

Cultural Heritage in Germany

- Monastic Island of Reichenau (2000)
- Museumsinsel (Museum Island), Berlin (1999)
- Muskauer Park / Park Mużakowski (2004)
- Old town of Regensburg with Stadtamhof (2006)
- Palaces and Parks of Potsdam and Berlin (1990)
- Pilgrimage Church of Wies (1983)
- Prehistoric Pile dwellings around the Alps (2011)
- Roman Monuments, Cathedral of St Peter and Church of Our Lady in Trier (1986)
- Speyer Cathedral (1981)
- St Mary's Cathedral and St Michael's Church at Hildesheim (1985)
- Town Hall and Roland on the Marketplace of Bremen (2004)
- Town of Bamberg (1993)
- Upper Middle Rhine Valley (2002)
- Völklingen Ironworks (1994)
- Wartburg Castle (1999)
- Würzburg Residence with the Court Gardens and Residence Square (1981)
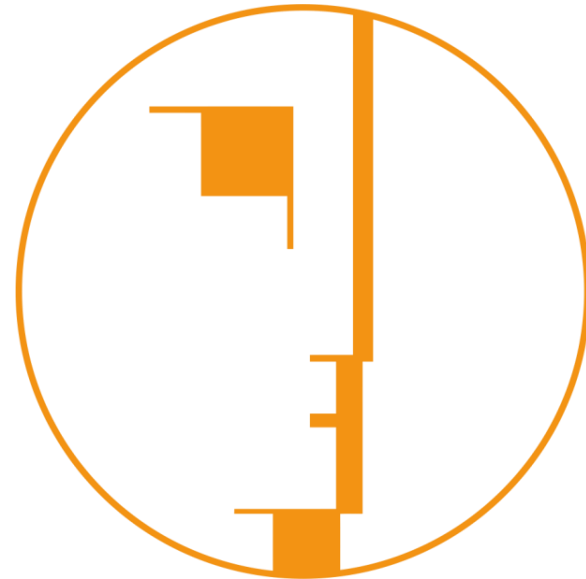- Zollverein Coal Mine Industrial Complex in Essen (2001)

Cultural Heritage in Weimar

Cultural Heritage in Weimar

Classic Weimar
Goethe & Schiller

Bauhaus

Classical Weimar

„In the late 18th and early 19th centuries the small Thuringian town of Weimar witnessed a remarkable cultural flowering, attracting many writers and scholars, notably Goethe and Schiller. This development is reflected in the high quality of many of the buildings and of the parks in the surrounding area."

http://whc.unesco.org/en/list/846

Classical Weimar

- Goethes Wohnhaus (Frauenplan)
- Schillers Wohnhaus
- Herderstätten (Stadt-Kirche St. Peter & Paul, Herders Wohnhaus, & Altes Gymnasium Weimar)
- Weimarer Stadtschloss
- Wittumspalais
- Herzogin Anna Amalia Bibliothek
- Park an der Ilm with Römischem Haus, Goethes Gartenhaus & Goethes Garten am Stern
- Schloss & Schlosspark Belvedere Schloss & Schlosspark Ettersburg
- Schloss & Schlosspark Tiefurt
- Historische Friedhof Weimar mit Fürstengruft

Classical Weimar

Goethes Wohnhaus / *Goethe's House***:**
A Baroque town house was built in 1707-9 and underwent a number of alterations during Goethe's occupancy. The original interior furnishings are preserved in a number of rooms.

Text: http://whc.unesco.org/en/list/846   **Image modified from:** http://commons.wikimedia.org/wiki/File:030430-goethehaus.jpg

Classical Weimar

Schiller Wohnhaus / *Schiller's House***:**
Schiller's House: A simple late Baroque house built in 1777 incorporating part of a 16th-century outbuilding (the Mint). Most of the rooms are furnished as they were during the lifetime of the poet.

Text: http://whc.unesco.org/en/list/846   **Image:** http://commons.wikimedia.org/wiki/File:Schiller_Weimar.jpg

Classical Weimar

Herderstätten (Stadt-Kirche St. Peter und Paul, Herders Wohnhaus und Altes Gymnasium Weimar) / *City Church, Herder House and Old High School* :
A three-aisled hall church with five bays and a pentagonal chancel and a west tower surmounted by an octagonal spire, containing an altar triptych by Lucas Cranach the Elder. The three-storey Herder House was built in the mid-16th century on the foundations of an earlier Renaissance structure. The Old High School, commissioned by Duke Wilhelm Ernst, was built in simple Baroque style.

Text: http://whc.unesco.org/en/list/846   **Images:** http://commons.wikimedia.org/wiki/File:Weimar_Stadtkirche_Peter_Pa.jpg , http://commons.wikimedia.org/wiki/File:Herderhaus.jpg , http://commons.wikimedia.org/wiki/File:Wilhelm-Ernst-Gymnasium_Weimar_%282003%29.jpg

Classical Weimar

Weimarer Stadtschloss / *City Castle* :

The present ensemble is an imposing slightly irregular four-winged building round a large courtyard. The decorations and furnishings of the interior are in classical style.

Text: http://whc.unesco.org/en/list/846   **Image:** http://commons.wikimedia.org/wiki/File:Schloss_Weimar_-_Panorama.jpg

Classical Weimar

Wittungspalais / *The Dowager's Palace:*

The centre of intellectual life at the height of classical Weimar consists of a group of relatively plain Baroque two- and three-storey buildings round a courtyard.

Text: http://whc.unesco.org/en/list/846   **Image:** http://it.wikipedia.org/wiki/File:Weimar_Wittumspalais.jpg

Classical Weimar

Herzogin Anna Amalia Bibliothek / *The Duchess Anna Amalia Library:*

in 1761 Duchess Anna Amalia commissioned the State Architect to convert the Renaissance 'Little French Castle' into a library. The main central section is a three-storey building on a rectangular plan in Baroque style.

Text: http://whc.unesco.org/en/list/846   **Image:** http://commons.wikimedia.org/wiki/File:Anna_amalia_bib_weimar.jpg

Classical Weimar

Historische Friedhof Weimar mit Fürstengruft

/ The Princes' Tomb and the Historic Cemetery with Ducal Vault :
Grand Duke Carl August commissioned the construction of a family tomb from Clemens Wenzeslaus Coundray in 1823. In addition to members of the family, Schiller and Goethe were also buried in this mausoleum.

Text: http://whc.unesco.org/en/list/846
Image: http://commons.wikimedia.org/wiki/File:Historischer_Friedhof_mit_F%C3%BCrstengruft_%26_Kapelle.jpg

Classical Weimar

***Park an der Ilm mit Römischem Haus, Goethes Gartenhaus & Goethes Garten / Park on the Ilm with the Roman House, Goethe's Garden, and Garden House* :**
South of the town in the valley through which the Ilm flows. It is dominated in the north by Goethe's Garden House and in the south by the Roman House.

Text: http://whc.unesco.org/en/list/846   **Images:** http://commons.wikimedia.org/wiki/File:Weimar_Goethe_Gartenhaus_1900.jpg , http://commons.wikimedia.org/wiki/File:R%C3%B6misches_Haus_Weimar.JPG

Classical Weimar

Schloss und Schlosspark Belvedere mit Orangerie / Belvedere Castle, Orangery and Park :

The castle is a two-storey Baroque structure; the central section is square in plan and has a small tower surmounted by a cupola. On either side there are connecting buildings leading to oval-plan pavilions with pointed cupolas. The orangery is U-shaped in plan, with the house of the head gardener in the centre.

Text: http://whc.unesco.org/en/list/846   **Image modified from:** http://commons.wikimedia.org/wiki/File:Schloss_Belvedere_Weimar.JPG

Classical Weimar

Schloss und Schlosspark Tiefurt */ Tiefurt Castle and Park* :

A modest two-storey Baroque building linked by a wooden-framed to the former farm building, with buildings and memorials within the park.

Text: http://whc.unesco.org/en/list/846   **Image from:** http://commons.wikimedia.org/wiki/File:R%C3%BCckseite_Schloss_Tiefurt.JPG

Classical Weimar

Schloss und Schlosspark Ettersburg / *Ettersburg Castle and Park* **:**
the Old Castle consists of three wings round a spacious courtyard. The shorter east wing abuts the castle church. The New Castle is a more compact four-storey structure. The park is relatively small and abuts the surrounding forest.

Text: http://whc.unesco.org/en/list/846   **Image modified from:** http://commons.wikimedia.org/wiki/File:Ettersburg_Schloss_20040730.jpg

Bauhaus and its Sites in Weimar (and Dessau)
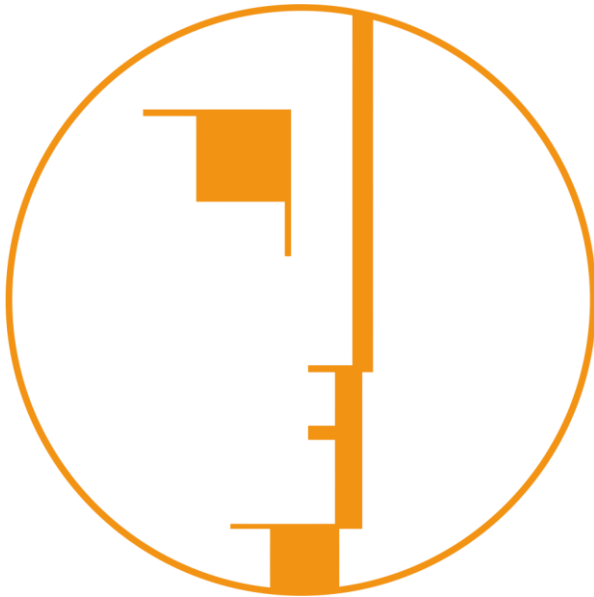
„Between 1919 and 1933, the Bauhaus School, based first in Weimar and then in Dessau, revolutionized architectural and aesthetic concepts and practices. The buildings put up and decorated by the school's professors (Walter Gropius, Hannes Meyer, Laszlo Moholy-Nagy and Wassily Kandinsky) launched the Modern Movement, which shaped much of the architecture of the 20th century."

http://whc.unesco.org/en/list/729

Bauhaus and its Sites in Weimar
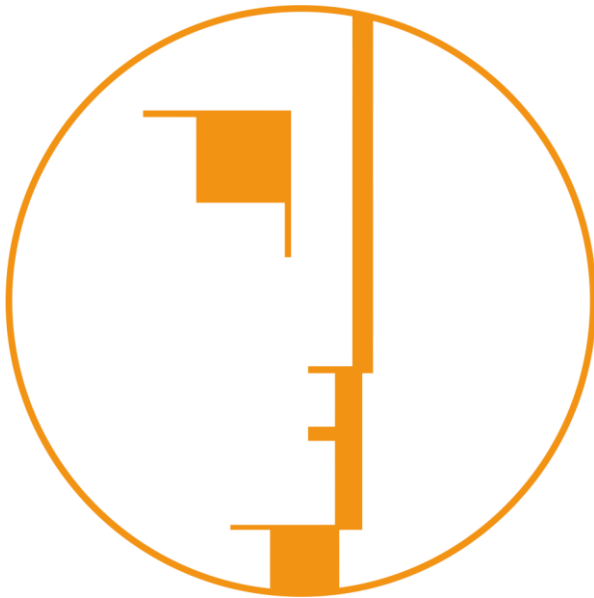
- Hauptgebäude der Bauhaus-Universität
  / Main Building Bauhaus University
- Ehemalige Kunstgewerbeschule
  / Former School of Arts and Crafts
- Haus am Horn

http://www.weimar.de/en/tourismus/sights/unesco-world-heritage/bauhaus-sites/

Bauhaus and its Sites in Weimar

Hauptgebäude der Bauhaus-Universität / *Main Building Bauhaus University:*

Designed by Henry van de Velde, this is one of the most important art school buildings from the turn of the century and is the place where the Bauhaus was founded in 1919. Of course, the terms 'Weimar' and 'Bauhaus' went on to become milestones in the history of modern architecture. The building is still used today by various faculties of the university.

Text: http://www.weimar.de/en/tourismus/sights/unesco-world-heritage/bauhaus-sites/
Image: http://www.weimar.de/uploads/pics/Hauptgebaeude-Bauhaus-Unive.jpg

Bauhaus and its Sites in Weimar

Ehemalige Kunstgewerbeschule / *Former School of Arts and Crafts:*

After two years of renovation, the second of two buildings, originally designed by Henry Van de Velde for the former School of Arts and Crafts, now belonging to the Bauhaus-Universität Weimar was reopened with a grand reopening ceremony on 5 February 2010.

Text: http://www.weimar.de/en/tourismus/sights/unesco-world-heritage/bauhaus-sites/
Image: http://commons.wikimedia.org/wiki/File:Van-de-Velde-Bau_in_Weimar_%28S%C3%BCdgiebel%29.jpg

Bauhaus and its Sites in Weimar

Haus am Horn:

This model house by Georg Muche is the only example of Bauhaus architecture in Weimar and was built in connection with the first major Bauhaus exhibition in 1923. This experimental house was built on Strasse Am Horn within just four months which went down in architectural history as Am Horn House. 1999 it was reconstructed in its original shape.

Text: http://www.weimar.de/en/tourismus/sights/unesco-world-heritage/bauhaus-sites/
Image: http://www.weimar.de/uploads/pics/Haus-am-Horn1-Guido-Werner_02.jpg

Preservation

of Culture

Preservation

The **dynamics** and the relations among the **cultural heritage promoters** and the users through the mobile devices can be analyze as a **two ways** avenue were the information is floating.

Cultural Heritage

Mostly, the already developed applications and games using mobile devices to interact with urban spaces are dealing with the tangible elements of the culture. A mobile applicability could work for intangible and tangible elements, in order to enhance the knowledge regarding it

(Champion, 2011, pp. 130-131).

Cultural Heritage

So far, it is also important to point the wide range of different digital applications available (Laurillard apud Pachler, Bachmair, Cook, & Kress, 2009, p. 309), plus social and shared networks as YouTube, Twitter, etc. that could be used for heritage preservation's purposes.

Preservation

- First, it is possible to observe the museums (or any other source of heritage content) using mobile devices to achieve the public and content production;

Preservation

- Second, how the **public** can use their **mobile** devices to **collaborate** with the **preservation** of the intangible cultural values.

Preservation

Considering this scenario, there are some questions already formulated about this matter:

- From a theoretical perspective, are the mobile devices **being helpful** on the **cultural preservation** of tangible and intangible elements?

- Which are the already developed **successful cases** in the cultural heritage scenario and **how effective** they are?

- Which **technologies** can be traced as **common sense** on the already adopted applications and which other resources are available to deal with the user experience with the cultural heritage information?

- In which ways, the use of **collaborative** technologies can magnify the content **production**, preserving the intangible elements of culture, from the **user** perspective?

Weimarpedia .de

Weimarpedia

www.weimarpedia.de

Weimarpedia

Funded in November 2009 by the German Federal Ministry of Education and Research (BMBF) and the Thuringian Ministry of Education, Science and Culture started (TMBWK).

Bundesministerium für Bildung und Forschung

Thüringer Ministerium für Bildung, Wissenschaft und Kultur

Project by the Klassik Stiftung Weimar and Bauhaus-Universität Weimar (Chair of Interface Design).

KLASSIK STIFTUNG WEIMAR

Bauhaus-Universität Weimar
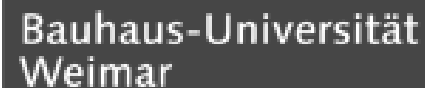
Weimarpedia

Main sections:

KARTE	**LEXIKON**	**GALERIE**	**MATERIALIEN**
Ihr könnt das Wissen aus dem Lexikon auch auf der Karte durchstöbern. Dort gibts auch Infos zu Objekten in den Museen. Vorsicht Beta-Version!	Im Weimarpedia-Lexikon erstellt Ihr ein Wissensarchiv über die kulturellen Schätze Weimars (Personen, Orte, Objekte, Themen)	In der Galerie findet Ihr kreative Produkte, die Schüler innerhalb des Weimarpedia-Projektes entwickelt haben.	Weiterhin gibt es für Eure Lehrer Materialien zur Vorbereitung des Aufenthaltes in Weimar.

- Karte: Map
- Lexikon: Encyclopedia
- Galerie: Gallery from students
- Materialen: Materials for teachers

Weimarpedia

Karte / *Map*: Interactive
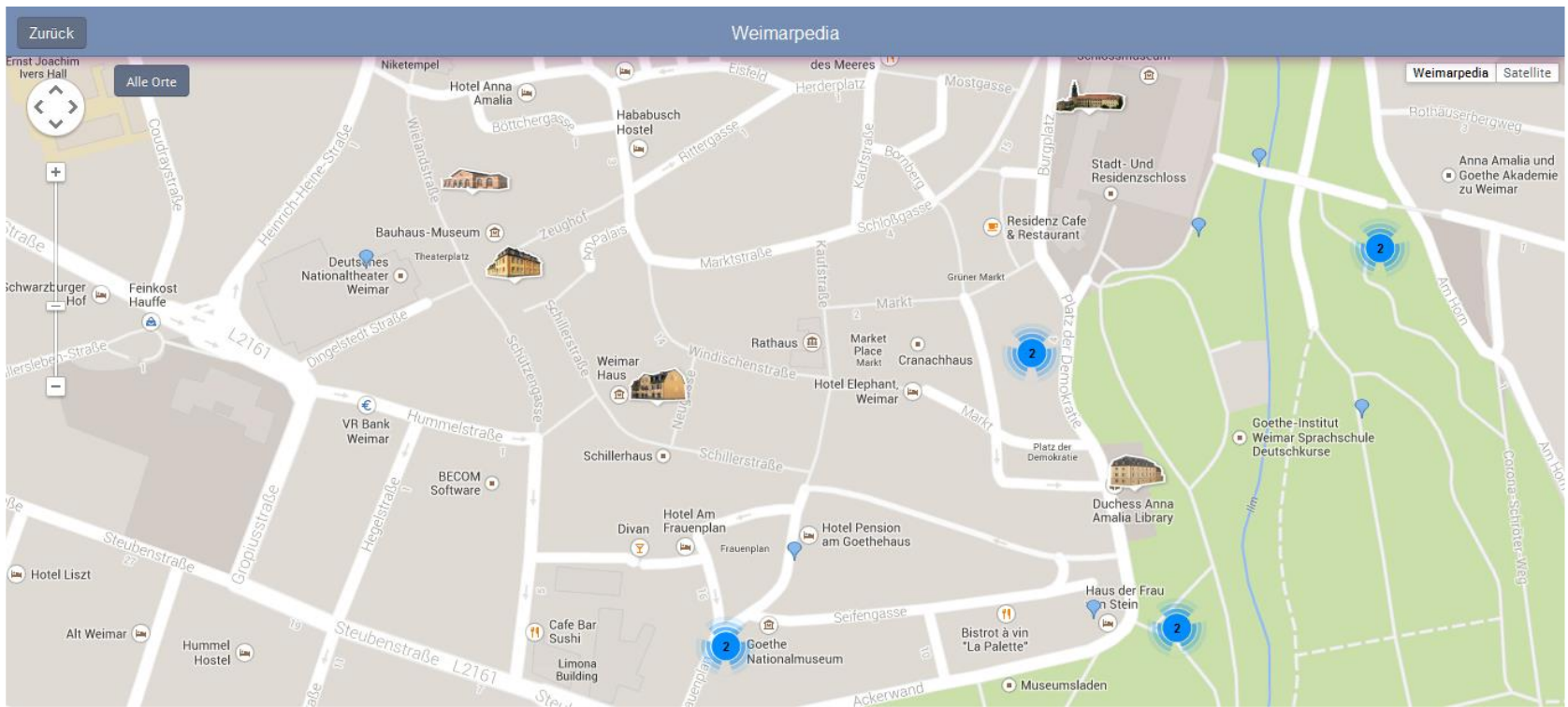
Weimarpedia

Lexikon / *Encyclopedia*:

Weimarpedia

Galerie / *Gallery from students:* Photo, Audio, Video & Text

By Weimarpedia project, the students can learn about the world heritage sites of Weimar, being able to creatively contribute with the historical heritage content.

Weimarpedia

Materialen / *Materials for teachers*:

Homework-Assignments & Schedule

What is expected from the students

Class Schedule

October

Mo	Tu	We	Th	Fr	Sa	So
			24	25	26	27
28	29	30	**31**			

November

Mo	Tu	We	Th	Fr	Sa	So
				1	2	3
4	5	6	**7**	8	9	10
11	12	13	**14**	15	16	17
18	19	20	**21**	22	23	24
25	26	27	**28**	29	30	

December

Mo	Tu	We	Th	Fr	Sa	So
						1
2	3	4	**5**	6	7	8
9	10	11	**12**	13	14	15
16	17	18	**19**	20	21	22
23	24	25	26	27	28	29
30	31					

January

Mo	Tu	We	Th	Fr	Sa	So
		1	2	3	4	5
6	7	8	**9**	10	11	12
13	14	15	**16**	17	18	19
20	21	22	**23**	24	25	26
27	28	29	**30**	31		

February

Mo	Tu	We	Th	Fr	Sa	So
					1	2
3	4	5	**6**	7	8	9
10	11	12	**13**			

Legend:
- 🟨 1st Presentations
- 🟩 Prototype Meeting
- 🟧 Prototype Presentation
- 🟦 Paper/Essay Deadline

Assignments

25%	50%	25%
Short presentation of an existing App	Development of a conceptual prototype (i.e: Photoshop) with pre-defined content	Submission of a short paper/essay
November 2013	January 2014	February 2014

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

Each student will choose an application (for any of the mobile operational systems) and present for the class. Some items such as design, HCI and so one should be observed. If possible, the students should install and test it by themselves.

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

It <u>CAN</u>:

- Can be an app installed in your mobile
- (if not) can be based on developer information

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

It SHOULD:

- The presentation should show screenshots
- Should show the main features
- Should be applied for Weimar and/or Cultural Heritage site in Germany

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

It MUST:

- Be possible to find information about a Cultural Heritage site in Weimar (or other city in Germany). If possible, where the users can contribute and add content

- Must show technical information, filled in a **mandatory table**, as illustrated on next slide:

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

Main tasks:

student should complete 3 main tasks
in this assignment:

1) Find a mobile app about Weimar (directly or indirectly, since from apps for cultural heritage, Goethe, Schiller, Bauhaus, etc, or touristic ones with search engines for maps, tours, etc., where it is possible to search for Weimar or other Cultural Heritage in Germany).

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

Main tasks:

2) Find a topic/information about something to see or to do in Weimar.

3) Find a way to upload content on the chosen app (if it is possible).

The presentation should include the screenshots for the main tasks.

1st Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

It <u>MUST</u>: (mandatory table)

Itens	Answer
App's Name + Version	
Type (Museum, Guide, Game, etc)	
Operational System (OS) (Android, iOS, Windows, Web)	
How the user(s) contribute/collaborate with it?	
Free or Paid (and how much)	
Where it is Available (URL or market link)	

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

Slides in a PDF format should be delivered electronically one day BEFORE the presentation: at Wednesday – 23:59h.

All the presentations will be available in ONE computer, to make the presentation changing faster.

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites

What will be evaluated:

- Fulfillment of the mentioned 3 tasks and table
- Relation between app x topic
- Presentation skills

1ˢᵗ Presentation (21 & 28 November 2013)

Mobile App for Weimar / Cultural Heritage Sites
Where you can find apps and projects:

- https://play.google.com/store/apps

- https://itunes.apple.com/us/genre/ios/id36?mt=8
- http://www.apple.com/webapps/

or even directly on Google...

1ˢᵗ **Presentation** (21 & 28 November 2013)

The selection of apps will be based on "first come, first served", through our wiki page on:

http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Media_and_Urban_Spaces_WS13/presentations

It means that if a project is already chosen and written in this page, the student should search for another one.

Assignments

25%	50%	25%
Short presentation of an existing App	Development of a conceptual prototype (i.e: Photoshop) with pre-defined content	Submission of a short paper/essay
November 2013	January 2014	February 2014

2nd Presentation (January 2014)

Prototype Presentation
– around 30 minutes (50%)

2nd Presentation (January 2014)

Each student should present a conceptual prototype, developed for mobile devices, using collaborative/participatory activities, applied for cultural purposes.

This prototype must be developed using the *weimarpedia.de* content.

2nd Presentation (January 2014)

This presentation will be divided in two parts (in different days):

- Prototype meeting – the app idea with navigation and content structure;
- Final version – ellaborated and well designed app mockup.

2ⁿᵈ **Presentation** (January 2014)

For the **first**/draft **version**, the student can explore the app idea and structure, in order to receive the feedback and possible adjustments suggestions for the final version.

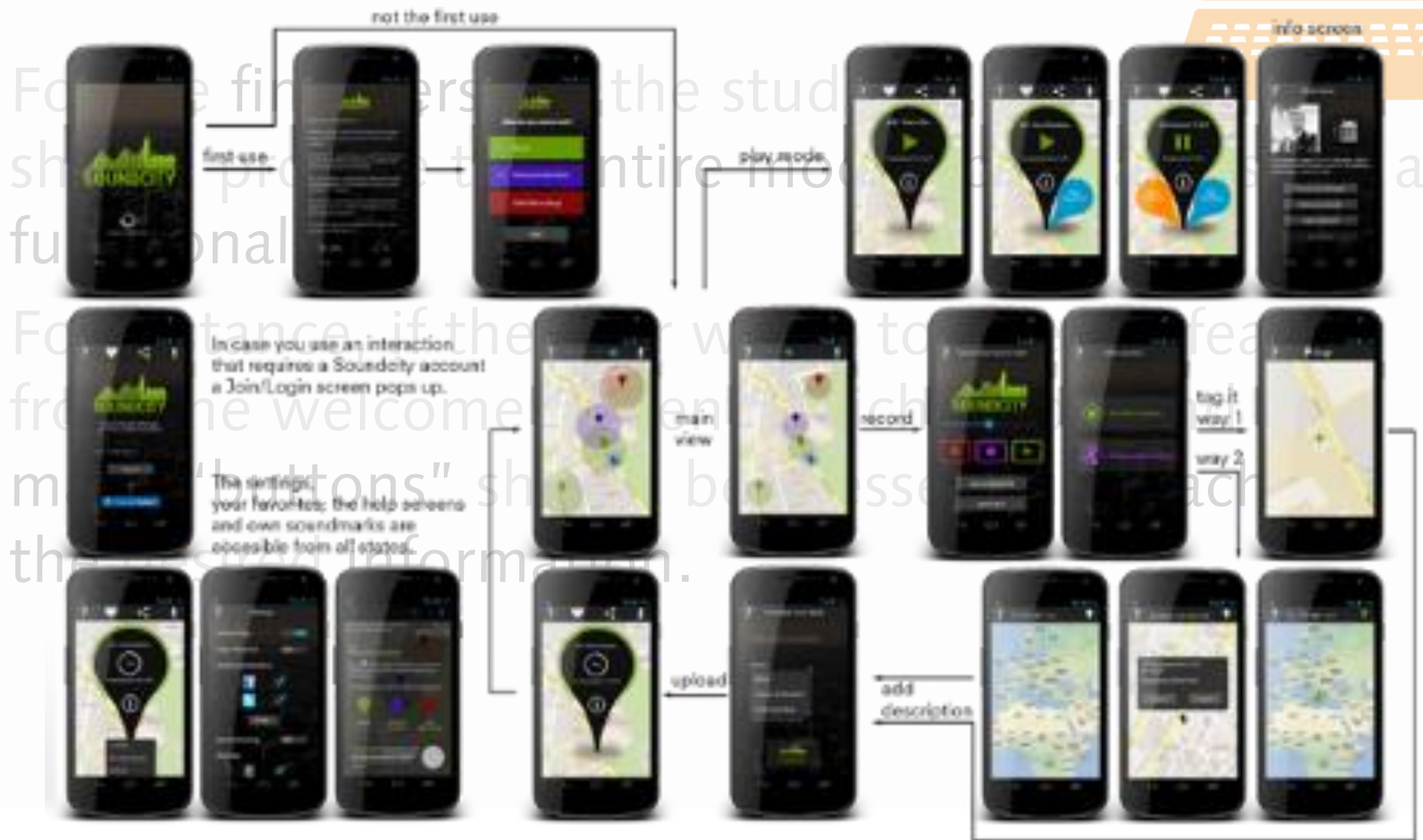The **main points** here will be the **content structre** and **navigation design**.

2ⁿᵈ **Presentation** (January 2014)

For the **final version**, the student should provide the **entire mock-up** for accessing a **pre-defined tasks** based on the first presentations.

For instance, if the user wants to select a feature from the welcome screen, which steps (and **how many "buttons"** should be pressed) until **achieve** the desired **information**.

2nd Presentation (January 2014)

2nd Presentation (January 2014)

It is expected for this exercise the use of design guidelines for the interface design and navigation.

If possible, following the guidelines developed for iOS-Apple or Android or even Windows platforms (according to the students' choice).

Assignments

25%	50%	25%
Short presentation of an existing App	Development of a conceptual prototype (i.e: Photoshop) with pre-defined content	Submission of a short paper/essay
November 2013	January 2014	February 2014

Paper/Essay (14th February 2014)

**Short essay production
– 1000 words + samples and references (25%)**

Paper/Essay (14th February 2014)

The topic of the essay can be an academic report regarding the prototype presentation, connected to the topic of cultural heritage for mobile media.

What will be evaluated in this assignment: ability to express in written format, content structure and content quality, plus the correct use of references.

References

References for further readings

References

- About The Blue Shield. (n.d.). Retrieved November 7, 2012, from http://www.ancbs.org/index.php?option=com_content&view=article&id=41&Itemid=19

- Android Design. (n.d.). Retrieved June 17, 2012, from http://developer.android.com/design/index.html

- Champion, E. (2011). *Playing with the past*. Springer-Verlag New York Inc.

- Cultural heritage - Wikipedia, the free encyclopedia. (n.d.). Retrieved November 7, 2012, from http://en.wikipedia.org/wiki/Cultural_heritage

- Cutrí, G., Naccarato, G., & Pantano, E. (2008). Mobile Cultural Heritage: The Case Study of Locri. *Technologies for E-Learning and Digital Entertainment*, Lecture Notes in Computer Science (Vol. 5093, pp. 410–420). Springer Berlin / Heidelberg. Retrieved from http://dx.doi.org/10.1007/978-3-540-69736-7_44

References

- Index of UX guidelines for Metro style apps. (n.d.). Retrieved July 29, 2012, from http://msdn.microsoft.com/en-us/library/windows/apps/hh465424

- Indvik, L. (2010, December 7). Smartphone Users Prefer Mobile for Breaking News [STATS]. Retrieved January 28, 2011, from http://mashable.com/2010/12/07/smartphones-breaking-news-study/

- iOS Human Interface Guidelines. (2012). Apple Inc. Retrieved fromhttp://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/MobileHIG.pdf

- Ontario - Ministry of Municipal Affairs and Housing. (n.d.). Cultural Heritage. Retrieved January 23, 2011, from http://www.mah.gov.on.ca/Page1729.aspx

- Pachler, N., Bachmair, B., Cook, J., & Kress, G. (2009). *Mobile Learning: Structures, Agency, Practices*. Springer.

- UNESCO World Heritage Centre - World Heritage. (n.d.). Retrieved November 7, 2012, from http://whc.unesco.org/en/about/

Questions?

Mobile Media & Urban Spaces

Bauhaus-Universität Weimar

02. Cultural Heritage

http://tiny.cc/mobilemedia2013

http://www.uni-weimar.de/medien/wiki/IFD:Collaborative_Mobile_Media_SS13