



D7.5 Report on the Final demonstration

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¹ **R**=Document, report; **DEM**=Demonstrator, pilot, prototype; **DEC**=website, patent fillings, videos, etc.; **OTHER**=other

² **PU**=Public, **CO**=Confidential, only for members of the consortium (including the Commission Services), **CI**=Classified, as referred to in Commission Decision 2001/844/EC

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EXECUTIVE SUMMARY

The D7.5 “Report on the Final demonstration” is carried out as part of PLUGGY WP7 Communication and dissemination.

This deliverable focuses on the effort made for the promotion and organisation of the PLUGGY final event and the dissemination of its overall results and outcomes. PLUGGY final event was organized under the title: “Europeans to become online heritage curators” and took place at INNOVATHENS, the Innovation and Entrepreneurship Hub of Technopolis City of Athens, in Athens, Greece on the 20th of November 2019. The final event was organized by the Coordinator of the Project, ICCS, and was targeted to all citizens interested in the promotion and preservation of cultural heritage as well as to the heritage communities and the cultural heritage professionals, related associations, regional, national and European authorities and any other interested groups with the activities of PLUGGY.

The purpose was to familiarise the participants with PLUGGY’s Social Platform, curatorial tools and applications. Overall, the final event attracted up to 100 participants, citizens and from the research and academia community, and gathered 160 online views through the livestreaming feature.

During the final event attendees had the opportunity to get very well informed about the innovations and solutions that PLUGGY is bringing to the field of AR technology. The final event was an opportunity to unveil PLUGGY’s Social Media Platform, to discuss the challenges faced in the field of preserving and promoting cultural heritage, exchange opinions and views on practices and policies that concern the preservation of local cultural heritage and the development of synergies among cultural initiatives at a European level.

1 Introduction

PLUGGY is Europe's first social networking platform for cultural heritage, which gives voice to the citizens across Europe, enables them to safeguard and enrich the European cultural heritage landscape. The PLUGGY social platform and the pluggable applications (PLUGGY3D, PLUGGY Pins, PlugSonic Suite and Games Hunter) were built upon the idea of empowering European citizens to be actively involved in cultural heritage activities and act not only as observers, but also as maintainers, creators, major influencing factors and more importantly as ambassadors of their country's Culture and History.

The platform, which was developed by an interdisciplinary consortium of nine partners from five EU countries, offers innovative tools and apps (i.e. 3D audio, augmented reality, geolocation and collaborative games) allowing the users to easily and interactively record their own experiences and knowledge about cultural heritage in their area and localities. The platform offers also curatorial tools, enabling them to produce and disseminate their experiences at a European level.

The dissemination and communication strategy levelled up with the organisation of the PLUGGY final event, which was an opportunity for invited guests to learn about PLUGGY results, discuss about needs and gaps before and after PLUGGY, debate about the latest technological advances in the field of participative culture at a European level, and provide feedback on the usefulness of PLUGGY solutions.

The PLUGGY project final event was held at INNOVATHENS, the Innovation and Entrepreneurship Hub of Technopolis City of Athens, in Athens, Greece on the 20th of November 2019. The event was organised with a dual purpose, allowing the audience to get a glimpse of the PLUGGY tools on the one hand, and the PLUGGY partners to receive valuable feedback and learn about technology breakthroughs developed outside the project. The event was organised by ICCS, the project Coordinator.

The event was completed with great success and strong participation of external to the Consortium, which clearly demonstrates the interest that PLUGGY aspires to the European citizens and professionals in the field of culture.

2 Motivation

Dissemination and Communication are two key elements for European projects development. Dissemination involves the public disclosure of the results by any appropriate means, including scientific publications in any medium. Dissemination is the way of spreading the project results and outcomes to a community of stakeholders that can actually make use of them and multiply their wider spread-out. In this way the impact of the project is maximised and the value of the project results can potentially be wider than the original focus.

In this frame, PLUGGY has set out an ambitious list of dissemination objectives that was facilitated through its substantial number of publications and (re)presentations in many relevant events Europe-wide as well as through targeted networking events.

All the above provided a meaningful view of the PLUGGY results and outputs. They also demonstrate the way that the PLUGGY's vision has been realised, its goals achieved and the impact that the PLUGGY tools could have in the promotion and preservation of the European Cultural Heritage. Thus, it was important these results to reach out to the wider public and the final demonstration of the PLUGGY evolutions was one of the major dissemination activities that served this purpose.

3 Place and time selection

The outcome and success of any relevant to communication and dissemination activity depends on three main factors:

- the content that you aim to communicate
- the time that you will choose for the communication of this specific content
- and the place or the occasion that you will choose to perform this activity.

The selection of PLUGGY's final event time and location was of strategic importance, since the project's main audience is the citizens and professionals of culture and the aim was to open this event as much as possible in order to maximise its impact and attract the attention for its innovative tools. The time was selected in order to allow the PLUGGY results to be in a presentable status and the place in order to attract a European audience.

The final event was organised in M36 of the project. At this time the development of the PLUGGY Social Platform tools had been fully completed and partners were able to present the project's final results and outcomes to the wide public.

The time selection was deliberately chosen and came a few months after the organisation of the pilots at the four museums Open-Air Water Power Museum in Dimitsana, Environment Museum in Stymfalia Peloponnese, Museum of Silversmithing in Ioannina, East Slovakian Museum in Kosice was completed. The pilots were focused on the use of the apps and the social platform in real environments and in cooperation with WP6 the evaluation of the overall experience delivered by PLUGGY. The aim was to enhance PLUGGY appealing and expand the PLUGGY user' community including the European citizens who visited the involved museums and had the opportunity to discover PLUGGY achievements. Giving them the opportunity to use PLUGGY's apps and platform and share their personal experiences and views was a great measurement of the way that PLUGGY interacts with its users.

Regarding the location selection, the aim was to choose a place which is central, easily accessible, and recognisable. Technopolis City of Athens, in Gazi, Athens was chosen as it is one of the most important historic areas in the city of Athens which attracts more than 900.000 visitors, tourists and locals, per year. The historic Gasholder 2 has been turned into a modern multiplex, which functions as an integrated networking centre for the exchange and sharing of knowledge and experience between companies, researchers and creative people in the city.

INNOVATHENS is the Innovation and Entrepreneurship Hub of Technopolis City of Athens. It has been established as the centre for tech-transfer, where young entrepreneurs and creative people can effectively mingle with experienced businessmen, academics and researchers, for the entrepreneurial ecosystem to flourish and develop.



Figure 1 INNOVATHENS, the Innovation and Entrepreneurship Hub of Technopolis City of Athens



Figure 2 INNOVATHENS, the Innovation and Entrepreneurship Hub of Technopolis City of Athens

4 Promotion and programme definition

4.1 EVENT PROMOTION

A key factor in ensuring the success of PLUGGY final event was the early start of preparations. A detailed and well-structured plan was developed underlying all aspects and activities that should be taken in order to promote PLUGGY final event and gain the desirable visibility.

The ICCS organizer started the preparations within March 2019 and that set the basis for the event's success. The first step in the conducted plan was the usage of Eventbrite (see Annex I) – an event management and ticketing website, which was used as one-stop tool for handling participation and transmitting information to participants. In addition, the event was promoted through a dedicated section, created on the PLUGGY website (see Annex II). This action's aim was to create correlations between the event and the project content and it was evident that it worked out as pointed out by the site visitors' statistics during early autumn 2019.

At the same time, a list of invited stakeholders was created and the official invitation (see Annex III) was sent to all relevant stakeholders. PLUGGY social media accounts were a key tool in promoting the final event. Thus, posts and tweets about the final demonstration of the PLUGGY evolutions were constantly on PLUGGY Facebook, Twitter, LinkedIn and Instagram accounts (see Annex IV).

Prior to the event a press release was issued (see Annex V) by ICCS and distributed to various media channels in order to attract further visibility. The press release was published by several Greek news portals. In addition, a series of interviews in popular Greek TV channels, radio stations, and newspapers were given by ICCS, targeting a wider portion of the Greek audience.

After the event a press release (Annex VI) was issued among with the Greek partners of the project and sent to several media channels in order to inform about the project results and outcomes presented during the final event.

Within the final event a communication envelope (see AnnexVII) was created and distributed to all participants, including useful information about the project, such as the final event's programme, the presenter's short biographies (see Annex IX), the project's leaflet, partners' leaflets, PLUGGY pencil and notebook as well as PLUGGY's giveaway. Last but not least, ICCS, as the project coordinator and organizer, organised a press tour in the exhibition part of the final event, inviting several journalists to learn more about PLUGGY platform and apps.

4.2 PROGRAMME DEFINITION

The PLUGGY final event programme was built in the frame of four main purposes:

- to provide a holistic presentation of the PLUGGY results, outcomes and solution
- to host external presentations from other EU funded initiatives relevant to PLUGGY to present their views and ideas on the preservation and promotion of cultural heritage
- to facilitate an open dialogue about topics tackled by PLUGGY
- to facilitate networking and exchange of ideas

The programme was drafted taking into consideration the abovementioned purposes. In this context, sufficient time was ensured for interesting presentations and a live demonstration of all the software developed in PLUGGY: the Social Platform, the Curatorial Tool and all the apps. During the parallel exhibition all PLUGGY tools were showcased through exciting demonstrations and hands-on sessions. Enough room was also secured for the exhibition which took place on the 1st floor of INNOVATHENS powered by SAMSUNG, and was available to visitors showing the main results of PLUGGY, as also exhibits from the invited speakers.

The sessions of the programme were chosen carefully in order to cover both the presentations of the results and the discussions on the latest technological advances in the field of participative culture at a European level, through several interactive presentations and live discussions. At the same time, enough room was provided to the six winning apps of the PLUGGY App Challenge, which were also presented and the final winner, an app enabling the connection between different stories, was announced and received an additional award of 4.000€.

An important part of the final event was the section of the live tour around Technopolis, where the participants had the opportunity to experience through the PLUGGY Pins app, the cultural heritage stories about the surrounding area, which is one of the most important historic areas of the city of Athens. Using PLUGGY's platform, they were also able to share their personal experiences and views.



Figure 3 Honorary guests, the Deputy Head of Representation of the European Commission in Greece, Mr. George Moschovis, the Director of the Office of the Deputy Minister of Digital Governance, Mr. Ioannis Rentzos, the Director of ICCS, Mr. Yannis Vassiliou and the Technical Manager of I-SENSE Group of ICCS from the PLUGGY Coordination team, Dr. Giannis Karaseitanidis, are opening the proceedings of the final event



Figure 4 Nikos Frangakis, Senior Researcher from ICCS, VR-AR Team Leader of I-SENSE Group, member of the PLUGGY Coordination team is giving an overview of the PLUGGY features



Figure 4 PLUGGY partner, Lorenzo Picinali, from the Imperial College London is presenting the PlugSonic



Figure 5 PLUGGY partner Arcadio Reyes-Lecuona from the University of Málaga is presenting the PLUGGY3D tools



Figure 6 PLUGGY partner Stefano Tamasceli from XTeam Software Solutions srls is presenting the PLUGGY Serious Games



Figure 7 Mrs. Elisa Conticelli from Alma Mater Studiorum, University of Bologna is presenting the RURITAGE project



Figure 8 PLUGGY final event Exhibition



Figure 9 PLUGGY partners from PIOP are presenting the results from the pilots at the four museums of PIOP's Network during the Exhibition



Figure 10 Nikos Tousert is the winner of the App challenge

Finally, in the late afternoon a panel, facilitating an open discussion between all attendants was organised. The panel itself consisted of both PLUGGY and non-PLUGGY partners. However, moderation was intentional kept to the PLUGGY coordinator to facilitate the focus of the discussion on the PLUGGY related agenda. The goal of the open discussion was to facilitate opinion exchange on practices, policies and tools for the enhancement of the promotion of the local cultural heritage. In this context, the debate was focused on the dynamics of technology as a means of highlighting Culture and actively engaging citizens in shaping Cultural Consciousness with direct references to PLUGGY development.

Despite the heavy event agenda there was an effort to allow room for off-the-record networking discussions. This was facilitated by frequent networking coffee breaks and extended lunch time. The agenda itself can be found in Annex VIII and the final event presentations are uploaded on Redmine.

5 Final Event Exhibition

During the final event, on the 1st floor of INNOVATHENS powered by SAMSUNG, an exhibition was available to visitors showing the main results of PLUGGY, as also exhibits from the invited speakers.

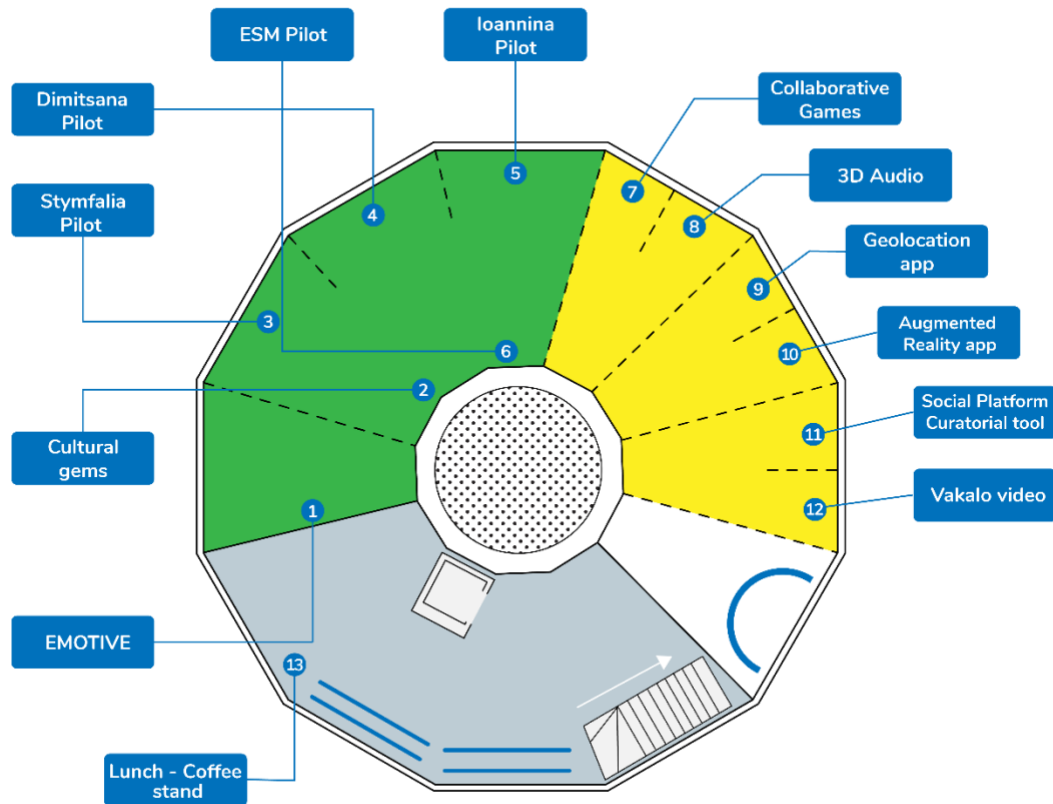
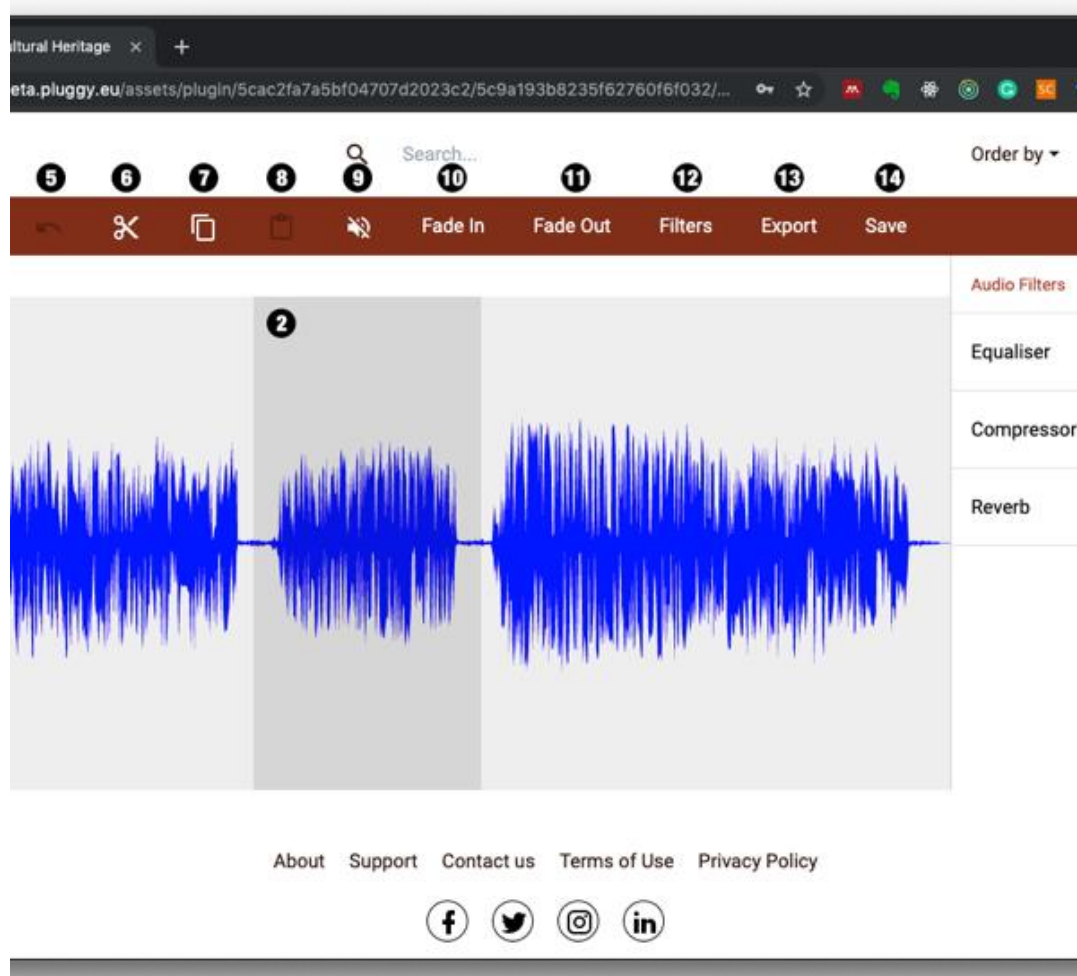


Figure 11 Exhibition Plan on the 1st floor of INNOVATHENS powered by SAMSUNG

1. [EMOTIVE authoring tools and experiences](#)
2. [Cultural gems](#)
3. [PLUGGY @ PIOP's "Environment Museum of Stymphalia"](#)
4. [PLUGGY @ PIOP's "Open-air Water-Power Museum" in Dimitsana](#)
5. [PLUGGY @ PIOP's "Silversmithing Museum" in Ioannina](#)
6. [PLUGGY @ East Slovakian Museum in Košice](#)
7. [Collaborative Games Authoring Tool and app](#)
8. [3D Audio Authoring Tool and app](#)
9. [Geolocation Authoring Tool and app](#)
10. [Augmented Reality Authoring Tool and app](#)
11. [Social Platform](#) and [PLUGGY's generic Curatorial Tool](#)
12. [Vakalo video](#)



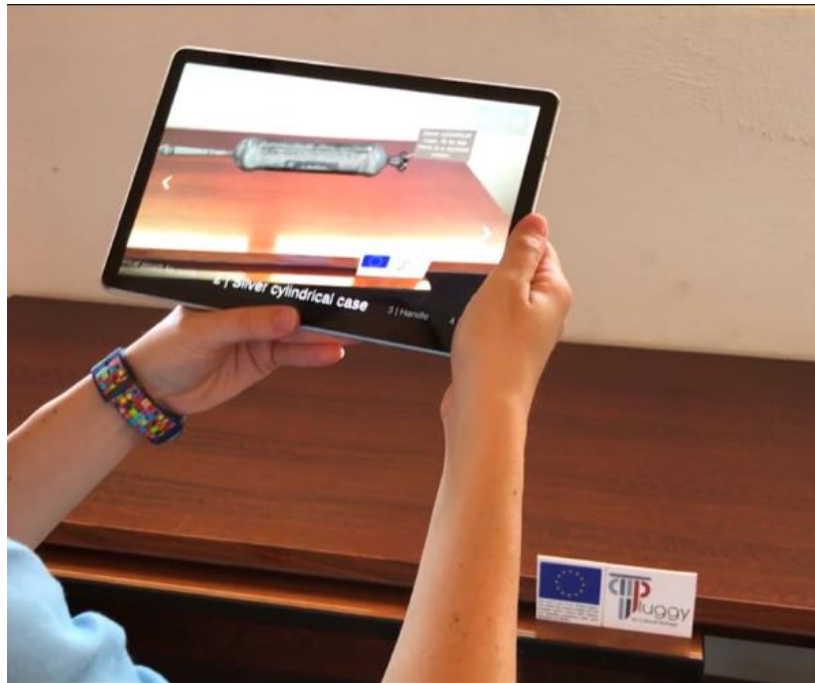
5.2 AUGMENTED REALITY AUTHORIZING TOOL AND APP

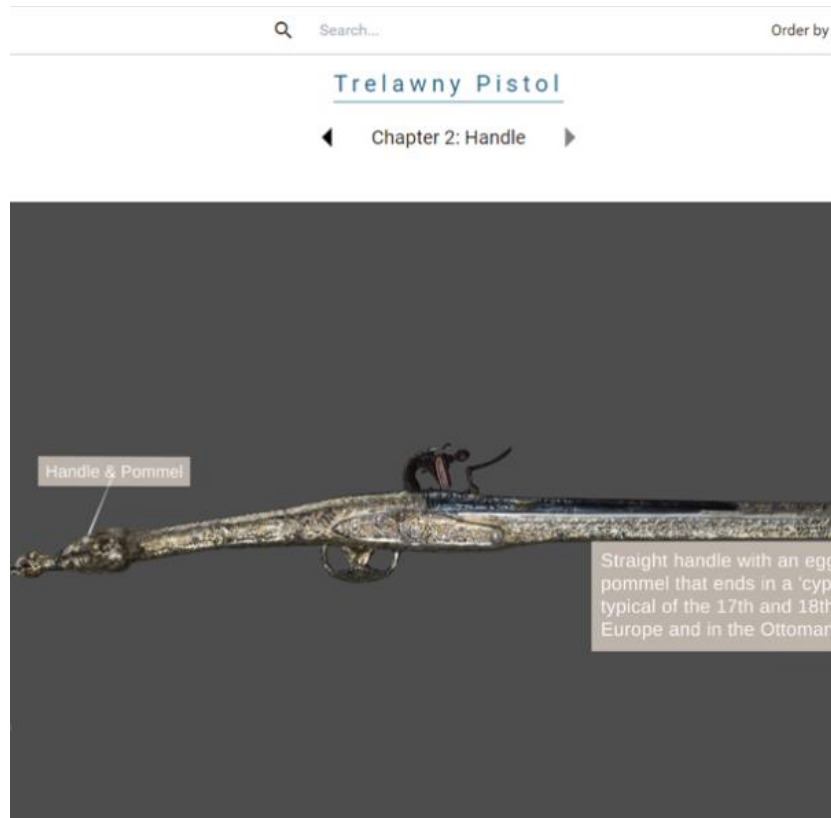
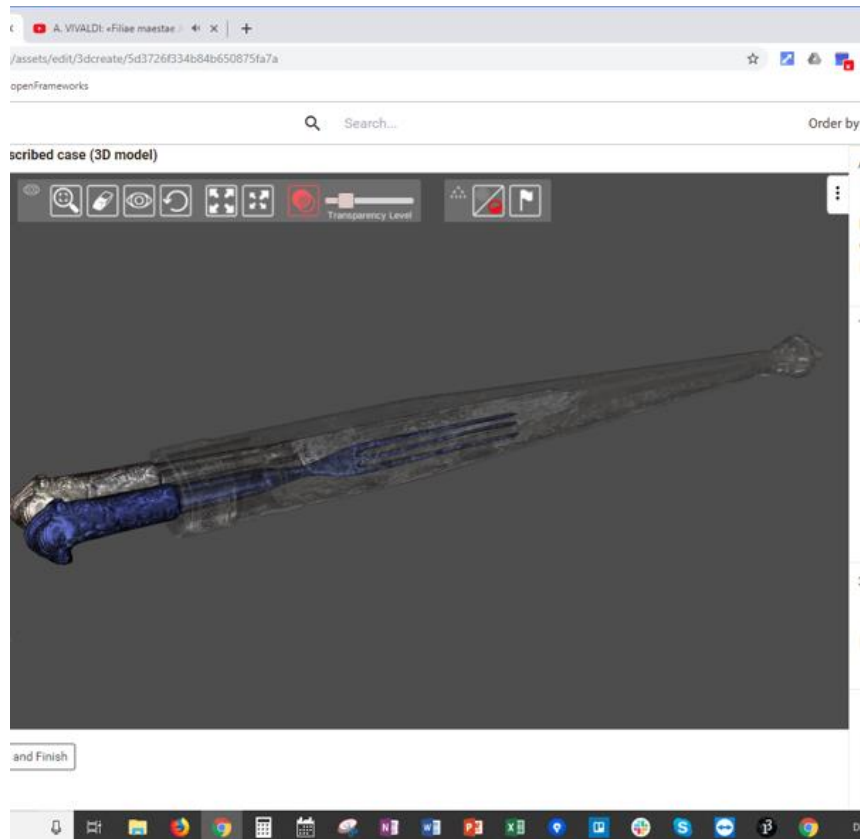
PLUGGY's Augmented Reality app is launched with the marketable name "the PLUGGY3D suite"

- The PLUGGY3D suite includes the following applications:
 - PLUGGY3D Create – to edit and process 3d object files within a web-based platform
 - PLUGGY3D Curate – to create AR and VR exhibitions within a web-based platform
 - PLUGGY3D Experience Web – to experience the exhibitions in a web-based application integrated in PLUGGY Social Platform.
 - PLUGGY3D Experience Mobile – to experience the exhibitions created with the web-based application, within a mobile-based (Android) platform

A Video demonstration of the PLUGGY3D Curate Demo can be found here: <https://vimeo.com/367777504> & <https://vimeo.com/350289187>.

Some screenshots PLUGGY3D Experience Android Demo can be found below:





5.3 COLLABORATION WITH VAKALO COLLEGE

This artwork is inspired by PLUGGY (<https://www.pluggy-project.eu>) and embraces its vision as perceived, expressed and explored by the art students of Vakalo Art and Design College based in Athens, Greece. It also reflects one of the main objectives of the project to reach students communities and actively involve them in various phases of its developments, bearing in mind the importance of the younger generations' engagement with culture related initiatives, as these are the future owners, preservers and promoters of the world's cultural heritage. The Vakalo College is the first school of Applied Arts in Greece to offer programmes of study at tertiary level. Founded in 1958, with a history of 60 successful years, it has established a reputation as the foremost design education institution in Greece, and among the top colleges internationally. More info you can find in Vakalo College's official website: <https://vakalo.gr/>



Figure 12 Short video designed / animated by Georgina Aliazi, art student



5.4 COLLABORATIVE GAMES AUTHORIZING TOOL AND APP

“Games Hunter”, the marketable name for PLUGGY’s Collaborative Game app, which was developed within the PLUGGY project. The novelty of this application is the authoring app, which aims to develop collaborative games without previous programming knowledge, providing basic blocks such as rules, routes, packages to create easy-to-use games where end-users are engaged into cultural activities through challenges, trials and other gamification-based techniques. The entire tool consists of a Basic Editor (“drag and drop”), a more complex Editor Pro and the player which is exactly Games Hunter app.

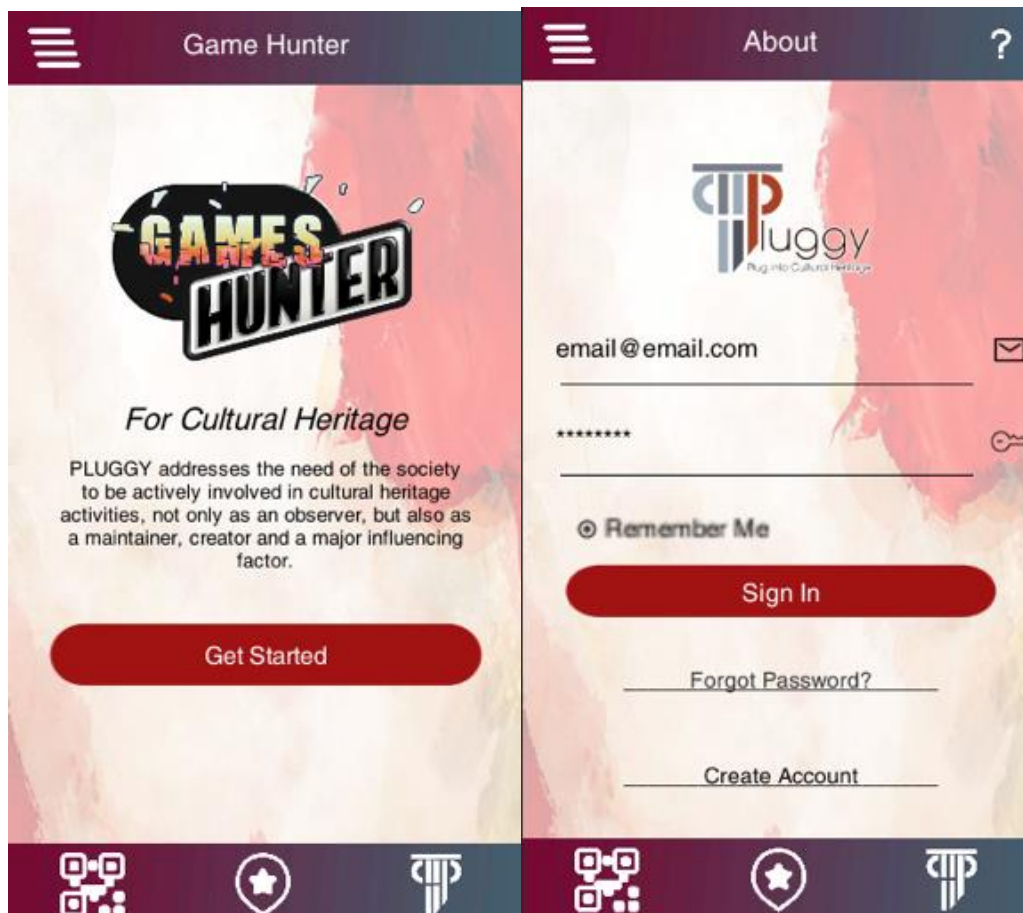
- Tutorial and links for Pluggy Basic Editor:
 - https://www.youtube.com/watch?v=e-_KXbFopGY&feature=youtu.be
 - <https://www.youtube.com/watch?v=powho3XVoR4&feature=youtu.be>
 - <https://www.xteamsoftware.com/pluggy/editor/>
- Tutorial and links for Pluggy Editor Pro:
 - <https://youtu.be/kkONByDZ2JQ>
 - <https://drive.google.com/file/d/17gl1Fq2RP95Uw1is8GRlft16shpBWYcw/view?usp=sharing>
- Tutorial and links for Pluggy Apps:
 - https://www.youtube.com/watch?v=U5_x6CgUHMQ
 - https://www.youtube.com/watch?v=xSZ_VTbyH8w&feature=youtu.be

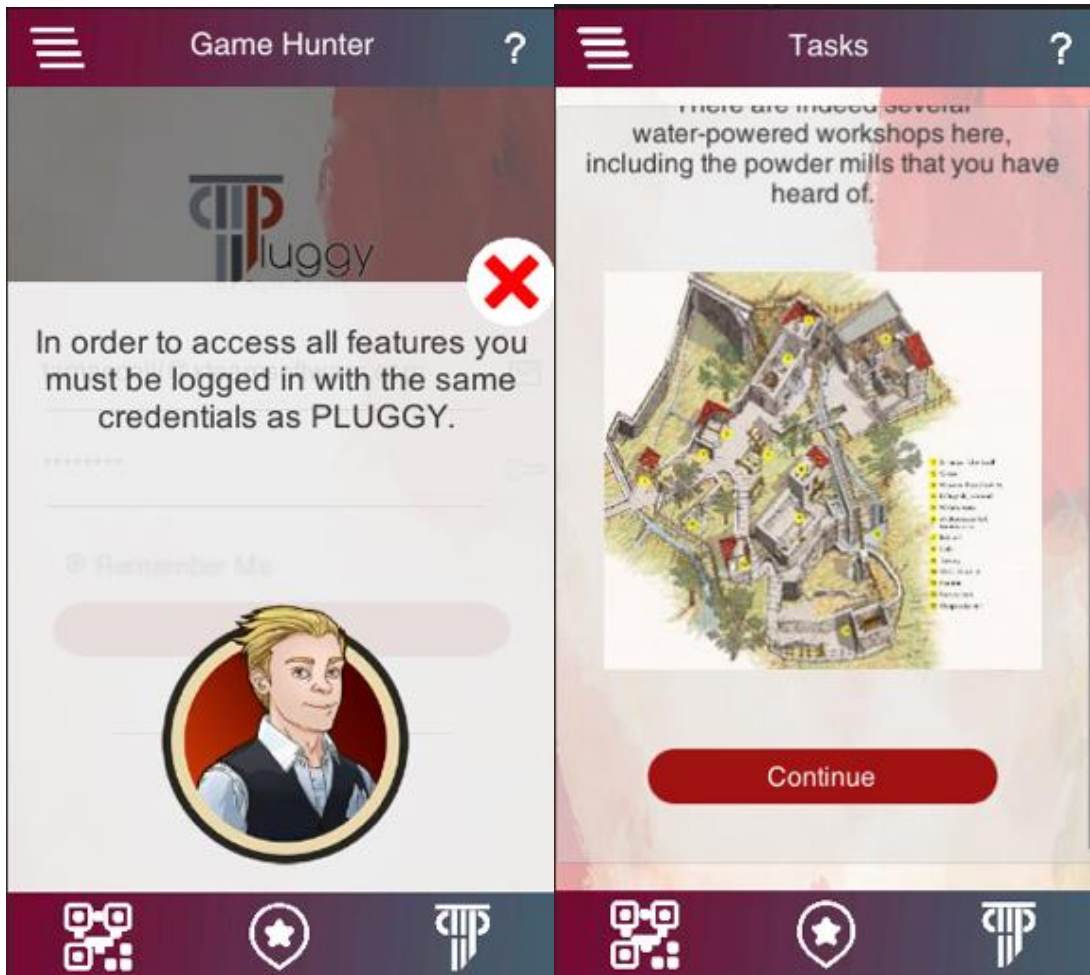
- <https://play.google.com/store/apps/details?id=com.xteamssoftware.pluggygameshunter>
- <https://apps.apple.com/gr/app/pluggy-games-hunter/id1467610641>

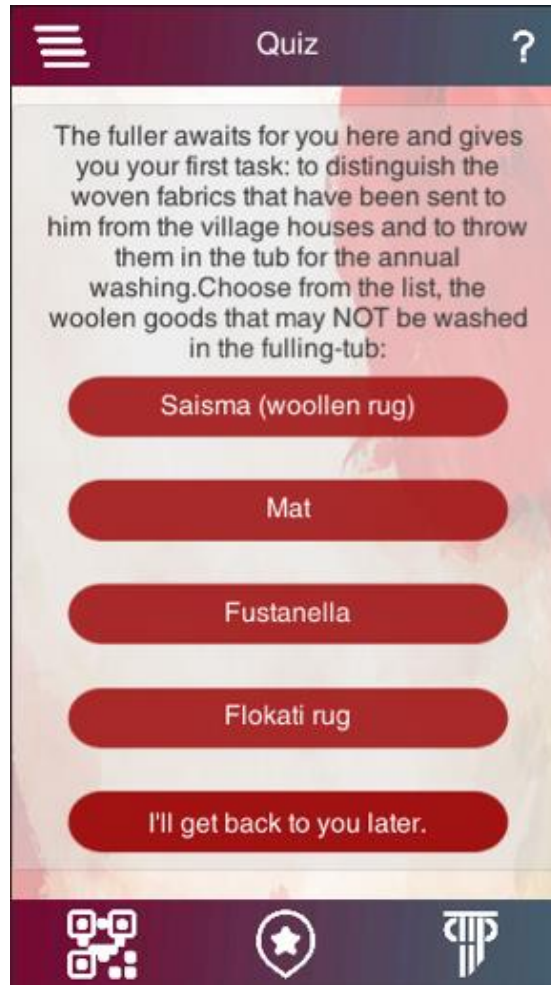
See a teaser video: <https://youtu.be/YNMy7EY1vgE>

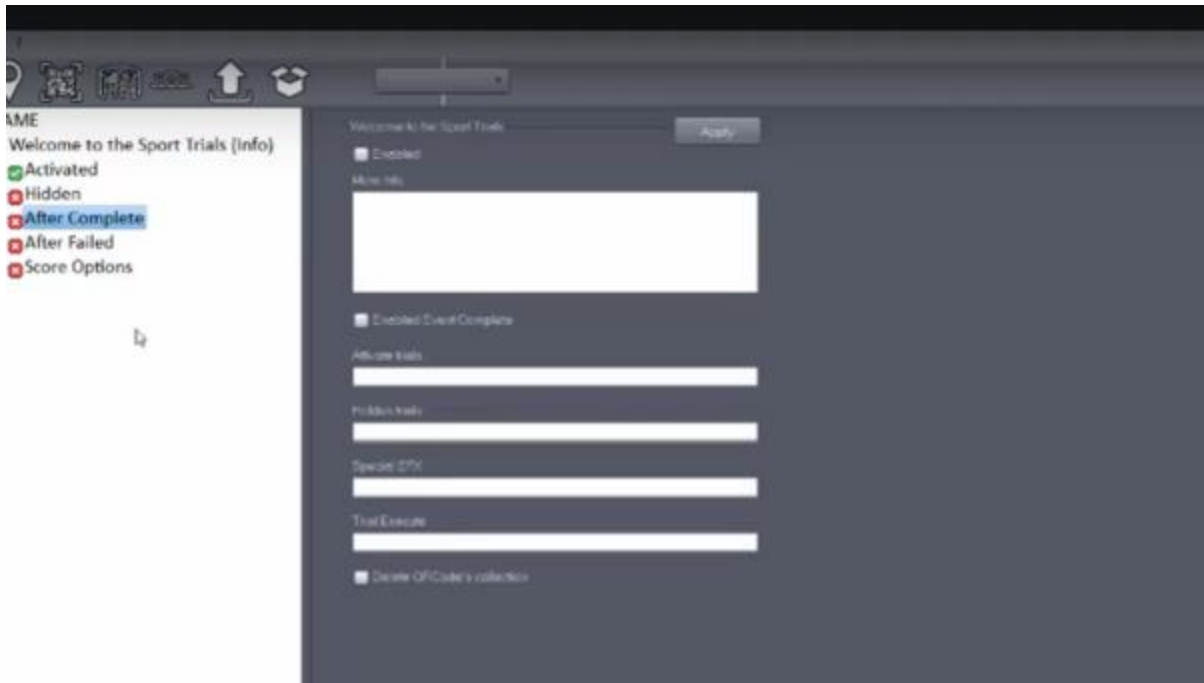
And a video on how the free editor works: <https://youtu.be/e-KXbF0pGY>

See below some screenshots:









5.5 CULTURAL GEMS



Culture in a city is not only represented by museums, cinemas, theatres art galleries and other institutional places. Culture is heritage, with memorials, historic and religious sites, but it is also very much alive, with informal cultural spaces, meeting places where artistic creation happens and places where music is played.

Cultural gems is a free open source web app, conceived by the European Commission's Joint Research Centre, to map cultural and creative places in European cities. The main purpose is to capture diversity in culture and creativity among European cities. Cultural

gems includes data on selected cultural venues from OpenStreetMap, and information provided by European cities, universities and other public and private organisations. Citizens are encouraged to add more.

Visitors will be able to experience the new website of Cultural gems <https://culturalgems.jrc.ec.europa.eu> and discover hidden gems in areas of their preference.

5.6 EMOTIVE AUTHORIZING TOOLS AND EXPERIENCES



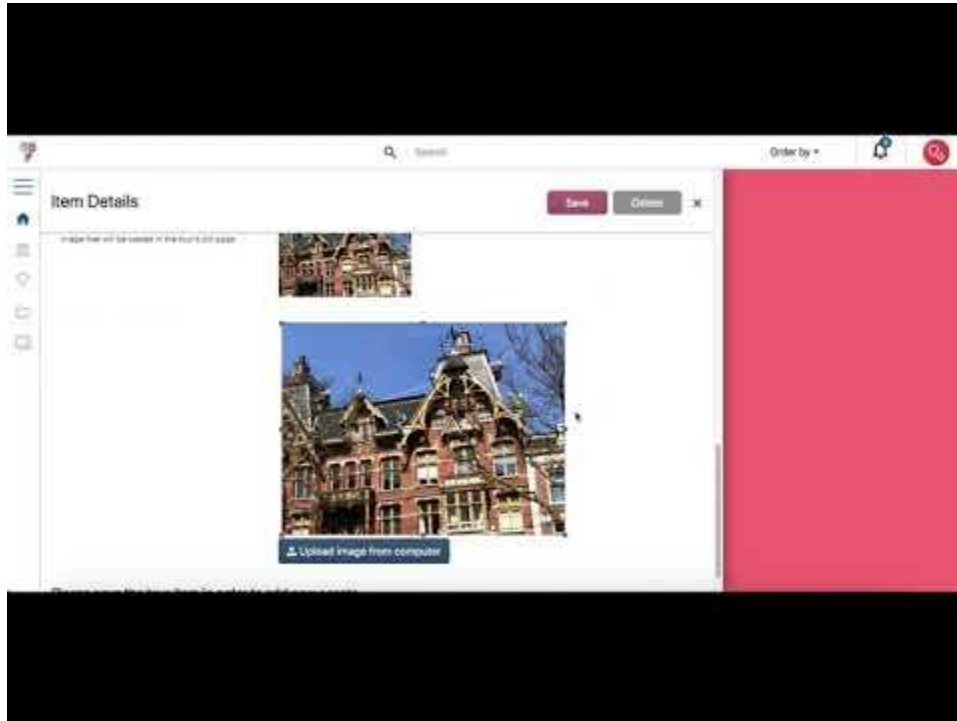
The EMOTIVE project explored new ways to use digital technologies in heritage sites to help visitors connect the past with the present and develop empathy and perspective taking. The EMOTIVE research focused on digital storytelling and facilitated dialogue as tools to promote social interaction and self-reflection, and create a deeper and more meaningful engagement with the past. In the exhibition the EMOTIVE authoring tool and Çatalhöyük demo experiences will be demonstrated.

5.7 GEOLOCATION AUTHORIZING TOOL AND APP

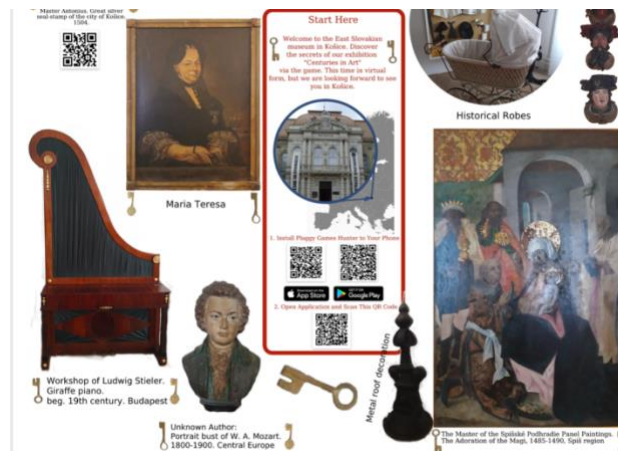
PLUGGY Pins is the marketable name of PLUGGY's Geolocation app and consists of two main tools. The first one, PLUGGY Pins Create, allows the creation of cultural geolocation tours in a user friendly environment. It allows users to choose the location of interest, provide a description and add assets like audio and pictures that are culturally connected to this location. These assets could either be uploaded or found in online cultural libraries that are connected to PLUGGY curatorial platform. The second one, PLUGGY Pins Experience, provides access to the available tours through PLUGGY social platform. The user is allowed to access and follow the path of the tour having access to all the assets

that have been uploaded connected to the points of interest of the tour. PLUGGY Pins Create is integrated and accessible through PLUGGY curatorial tool and all the created tours are accessible through PLUGGY Pins Experience that is integrated in PLUGGY Social Platform.

This is how the curation process works:



5.8 PLUGGY @ EAST SLOVAKIAN MUSEUM IN KOSICE



During summer 2019, visitors of the East Slovakian Museum, Kosice, Slovakia, had the opportunity to experience Games' Hunter playing two different games: a) Centuries in Art

Exposition, a treasure hunt within an art exhibition and b) Natural Exposition, a treasure hunt within the exposition of natural history.

5.9 PLUGGY @ PIOP'S "ENVIRONMENT MUSEUM OF STYMPHALIA"



During summer 2019, visitors of the "Environment Museum of Stymphalia" of PIOP in Stymphalia, Greece, had the opportunity to experience Games' Hunter and PLUGGY Pins applications through original cultural heritage stories that were especially designed for PLUGGGY. During the exhibition at PLUGGY's final event in Athens, participants will be able to have a relevant experience and visit the Museum in a virtual, interactive and fun way by playing the "Messenger of the lake" game and following the walking tour that links the Museum with areas of archaeological and natural interest around the lake of Stymphalia.

5.10 PLUGGY @ PIOP'S "OPEN-AIR WATER-POWER MUSEUM" IN DIMITSANA



During summer 2019, visitors of the "Open-air Water-Power Museum" of PIOP in Dimitsana, Greece, had the opportunity to experience Games' Hunter, PLUGGY Pins and Plugsonic applications through original cultural heritage stories that were especially designed for PLUGGY. During the exhibition at PLUGGY's final event in Athens, participants will be able to have a relevant experience and visit the Museum in a virtual, interactive and fun way by playing the "Apprentice in 19th century Dimitsana" game, trying out the Museum's soundscape and following the walking tour around the Museum's venues and exhibits.

5.11 PLUGGY @ PIOP'S "SILVERSMITHING MUSEUM" IN IOANNINA

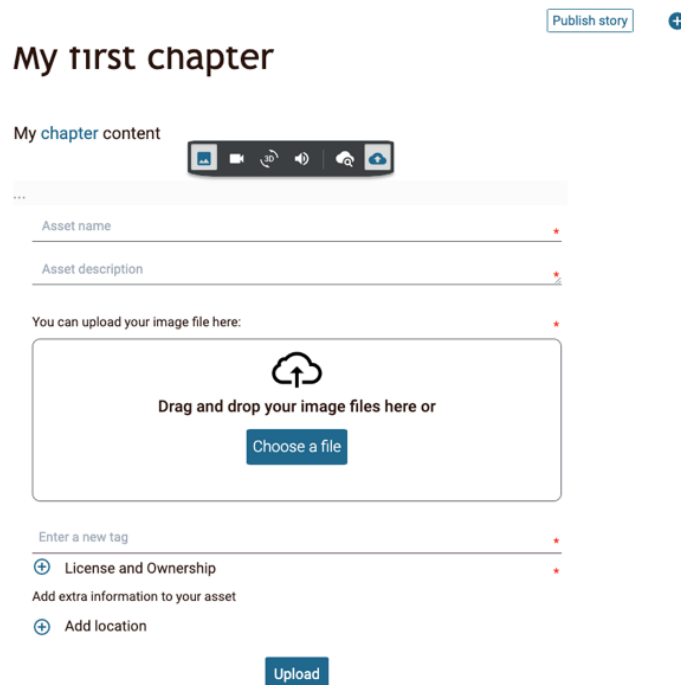


During summer 2019, visitors of the “Silversmithing Museum” of PIOP in Ioannina, Greece, had the opportunity to experience Games’ Hunter and PLUGGY’s AR applications through original cultural heritage stories that were especially designed for PLUGGGY. During the exhibition at PLUGGY’s final event in Athens, participants will be able to have a relevant experience and visit the Museum in a virtual, interactive and fun way by playing the “Silverman’s tale in the court of Ali Pasha” game and enjoying augmented views and enriched narrations around four silver artifacts from the Museum’s collections.

5.12 PLUGGY’S CURATORIAL TOOL

PLUGGY’s social platform users are able to use its online web-based platform to combine bits and pieces from different digital content into one comprehensive meaningful story. The story then resides within the platform as a Virtual Exhibition, accessible by any user and application of the platform. The main tool for authoring these stories is the curatorial tool, where the users can import material from the social platform and combine it into meaningful stories using its native functionality. The curatorial tool is designed to be extendable and modular, where each new pluggable application augments its authoring capabilities. Special care has been taken to tackle and resolve any IPR issues of the used content.

The curatorial tool is available under the address <https://www.pluggy.eu>, after a user creates an account.



The screenshot displays the 'My first chapter' interface. At the top right, there is a 'Publish story' button and a plus sign icon. Below the title, there is a 'My chapter content' section with a toolbar containing icons for text, video, audio, and image. The form includes several input fields: 'Asset name', 'Asset description', and 'Enter a new tag'. Below these is a section for uploading an image file, with a cloud icon and the text 'Drag and drop your image files here or Choose a file'. Further down, there are expandable sections for 'License and Ownership' and 'Add location', each with a plus sign icon. At the bottom, there is an 'Upload' button.

preview

Effect how your Blog-Story will be experienced by Pluggy users –

...
... demonstration

Blog-Story cover image here:

image

Story location here:

on


Blog-Story metadata

Changes here will affect how your Blog-Story will be traced and shared.

Brides × WeddingDress × Museum ×
Soufli × shipyard × nereio × boat ×
traditional × add another tag...

License and Ownership

Author	Spyros Bollierakis
Original Source	Pluggy
License	Others can distribute, remix & asset as long as they credit



Apply Cancel

Publish story

My first chapter

My chapter content



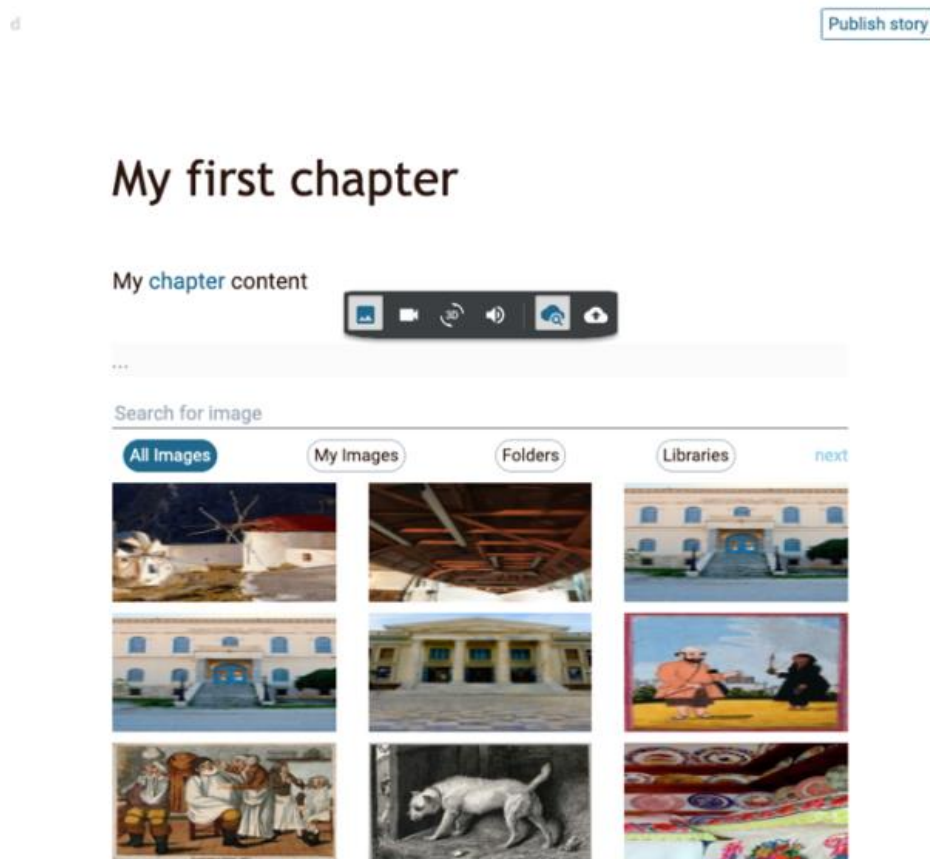
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5.13 PLUGGY'S SOCIAL PLATFORM

PLUGGY designed and implemented an innovative Social Platform, providing functionality similar to popular social media platforms, adjusted to a heritage-centric point of view, web-based, easy to access and easy to contribute to. PLUGGY's social platform users are able to use its online web based platform to combine bits and pieces from different digital content into one comprehensive meaningful story. The story then resides within the platform as a Virtual Exhibition, accessible by any user and application of the platform.

You can experience the platform by visiting <https://www.pluggy.eu>



Search...
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Cultural Group 'Madīnat al-Zahra'

3 followers

2 Members


DESCRIPTION

This is a mock-up group created and used for testing during the development of the Pluggy Project.
 Grupo es un prototipo creado y utilizado durante la fase de desarrollo y pruebas del proyecto Pluggy.

La Al-Zahara, castellanización del nombre en árabe, مدينة الزهراء Madīnat al-Zahrā (‘la ciudad brillante’), fue una ciudad palatina o áulica que mandó edificar Abden Nasir) a unos 8 km en las afueras de Córdoba en dirección oeste, más concretamente, en Sierra Morena.


CULTURAL GROUP 'MADĪNAT AL-ZAHRA''S SPACE

Exhibitions **Assets**




Salón de Abd al-Ra...

By Cultural Group 'Madīnat al-Za...
Last updated 10 days ago




Casa de la Alberca, Con...

By Cultural Group 'Madīnat al-Za...
Last updated 10 days ago




Portico & Gardens - Ma...

By Cultural Group 'Madīnat al-Za...
Last updated 10 days ago



Madinat al-Zahra

By Cultural Group 'Madīnat al-Za...
Last updated 10 days ago



Madinat Al-Zahra, la ci...

By Cultural Group 'Madīnat al-Za...
Last updated 10 days ago

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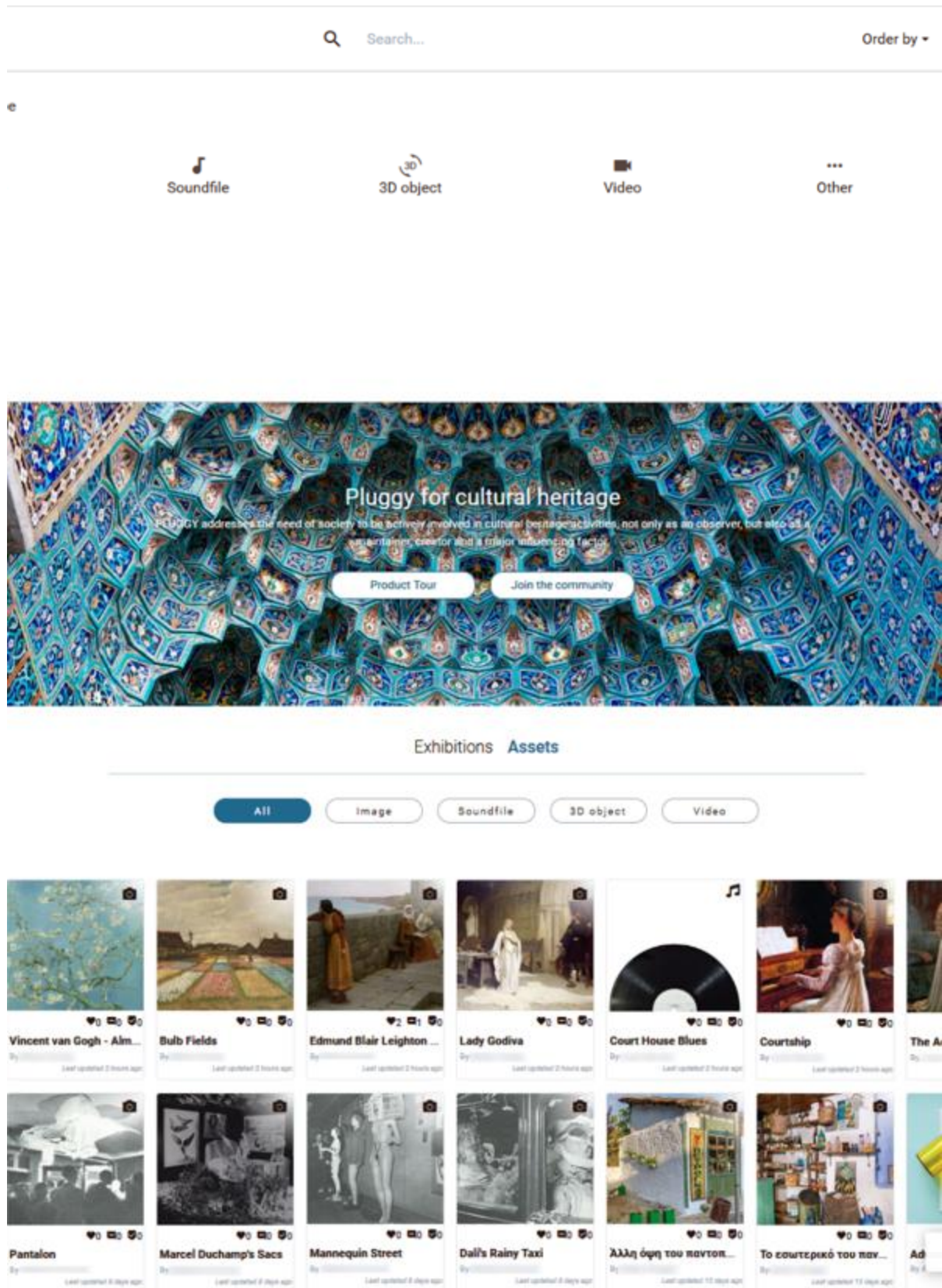
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6 Participation

More than 100 individuals participated in the PLUGGY Final Event, while 160 people attended the event online through GRNET's diavlos live streaming service. These numbers indicate the success of the project's final event and the high attention that managed to attract.

Approximately 50% of the participation was from external stakeholders, making clear the appeal that the project has in the wider public and the cultural heritage professionals.

7 Video of the Event

Livestreaming an Event is definitely becoming a trend nowadays. PLUGGY's Final Event was streamed live through GRNET's diavlos streaming service.

Live streaming provided the ability of engagement with attendees unable to come to the live event due to distance or other reasons. Live streaming gave to PLUGGY the opportunity to reach a larger audience from international locations while still maintaining an intimate experience for attendees.

In fact, 160 viewers attended the event through the livestreaming feature, which was a great success.

The video is available here: <https://www.pluggy-project.eu/final-event/live-stream/>

8 Conclusions

The PLUGGY final event took place at INNOVATHENS, the Innovation and Entrepreneurship Hub of Technopolis City of Athens, in Athens, Greece on the 20th of November 2019. The event was a great opportunity to present to all citizens interested in the promotion and preservation of cultural heritage as well as to communities and professionals, related associations, regional, national and European authorities and any other interested groups interested in culture, the results of the project, receive feedback and discuss the challenges and the way forward in the effort of promoting cultural heritage.

The event was carefully organised with an agenda that fully covered the topics of PLUGGY development. The time and location of the final event were also gently selected in order to attract as many attendees as possible and maximise PLUGGY's impact. Time-wise the event was organised at the end of the project's lifetime when all results were available and integrated. The location was selected to be central, easily accessible, and recognisable.

The event itself was a success both content and attendance-wise. More than 50% of the participants were external to the Consortium, while the programme included presentations from PLUGGY partners and external guest. Enough room was left for discussion and networking as well as for the exhibition section and the announcement of the PLUGGY App Challenge winner.

Annex I: Eventbrite page for the PLUGGY final event

PLUGGY Final Event
by PLUGGY EU funded project [Follow](#)

Free

Sales Ended [Details](#)

Description

During the Final Event the project's consortium will unveil its findings and provide opportunities for discussion concerning the best practices and lessons learnt around local and participative cultural heritage. There will also be interactive presentations and round table discussions.

A parallel exhibition will showcase the PLUGGY Social Platform, curatorial tool and apps as well as the performed pilots which were held in four different museums both in Greece and Slovakia, while promoting dialogue between the attendees and the presenting partners.

Moreover, during the Final Event the PLUGGY App Challenge winner who will get the 4000 euro award will be announced.

Location

INNOVATHENS - Hub of Innovation & Entrepreneurship
TECHNOPOLIS City of Athens Building Aeriouflakia 2
100, Pireos str, Gazi 11854 Athens
11854 Athens
[View Map](#)

Tags

Greece Events ATTIKH Events Things To Do In Athens
Athens Conferences Athens Science & Tech Conferences

PLUGGY EU Funded Project
Organizer of PLUGGY Final Event

PLUGGY is a European project funded by EU's HORIZON 2020 research and innovation programme that runs from December 2016 until November 2019 and is implemented by 9 partners from 5 countries. PLUGGY addresses the need of the society to be actively involved in cultural heritage activities, not only as an observer, but also as a maintainer, creator and a major influencing factor.

Start Date: 1 December 2016

Funding: This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 726765

[Follow](#) [Contact](#)

PLUGGY Final Event
at
INNOVATHENS - Hub of Innovation & Entrepreneurship
TECHNOPOLIS City of Athens Building
Aeriouflakia 2
100, Pireos str, Gazi 11854 Athens, 11854 Athens

Annex II: A final event dedicated section on PLUGGY website



PLUGGY's Final Event took place on the 20th of November 2019 in Athens, Greece.

Purpose of the event was the unveiling of PLUGGY's Social Media Platform, which enables citizens and professionals to actively contribute to the preservation and promotion of local cultural heritage. The platform, which was developed by an interdisciplinary consortium of nine partners from five EU countries, offers innovative tools and apps (i.e. 3D audio, augmented reality, geolocation and collaborative games) allowing the users to easily and interactively record their own experiences and knowledge about cultural heritage in their area and localities. The platform offers also curatorial tools, enabling them to produce and disseminate their experiences at a European level.

During the event invited key-experts discussed PLUGGY's results as well as the latest technological advances in the field of participative culture at a European level, through several interactive presentations and live discussions. In addition, a parallel exhibition showcased PLUGGY's Social Media Platform, Curatorial Tool and apps through exciting demonstrations and hands-on sessions. During the Final Event the six winning apps of the PLUGGY App Challenge were also presented and the final winner, an app enabling the connection between different stores!, was announced and received an additional award of 4.000€.

Highlight of the event was the live tour around Technopolis, where the participants had the opportunity to experience through the PLUGGY Pins app, the cultural heritage stories about the surrounding area, which is one of the most important historic areas of the city of Athens. Using PLUGGY's platform, they were also able to share their personal experiences and views..

Location: INNOVATHENS powered by Samsung, Hub of Innovation & Entrepreneurship of Technopolis City of Athens, Peiraios 100, 11854, Gazi, Athens, Greece
Find more about the venue [here](#).

Date & time: 20 November 2019, at 10:00 a.m.

The final programme is [here](#).

The list of speakers is available [here](#).

The exhibition plan along with the description of the exhibits is [here](#).



The event was streamed online and the recording is available [here](#).

Annex III: Official Invitation in English and Greek



Dear sir/madam,

It is a great pleasure to invite you to the **PLUGGY** Final Event that will be held on **20 November 2019 in Athens, Greece**.

During the Final Event the project's consortium will unveil its findings and provide opportunities for discussion concerning the best practices and lessons learnt around local and participative cultural heritage. There will also be interactive presentations and round table discussions.

A parallel exhibition will showcase the **PLUGGY Social Platform**, curatorial tool and apps as well as the performed pilots which were held in four different museums both in Greece and Slovakia, while promoting dialogue between the attendees and the presenting partners.

Moreover, during the Final Event the **PLUGGY App Challenge** winner who will get the 4000 euro award will be announced.


The registration to the Final Event is free but obligatory due to the restricted number of seats. You can register here:

<https://www.eventbrite.com/e/pluggy-final-event-registration-62350593303>

For more information about **PLUGGY** and its Final Event you are kindly asked to visit: www.pluggy-project.eu and its social media:

 @PluggyProject  @Pluggy_Eu
 @Pluggy_Eu  @PLUGGY Group

Location: INNOVATHENS,
Hub of Innovation & Entrepreneurship of Technopolis City of Athens
Peiraios 100, 11854, Gazi, Athens, Greece
Date & time: 20 November 2019, at 10:00 a.m.

 This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 726765.



PLUGGY**EUROPEANS TO BECOME ONLINE
HERITAGE CURATORS**

*Αξιότιμη κυρία/
Αξιότιμε κύριε,*

Έχουμε τη χαρά να σας προσκαλέσουμε στο Τελικό Συνέδριο του ευρωπαϊκού έργου PLUGGY για την προώθηση της πολιτιστικής κληρονομιάς με τίτλο: «Europeans to become online heritage curators».

Σκοπός της διοργάνωσης είναι η παρουσίαση της Πλατφόρμας Κοινωνικής Δικτύωσης PLUGGY, η οποία δίνει τη δυνατότητα σε πολίτες και επαγγελματίες να συμβάλουν ενεργά στην προβολή και διάσωση της πολιτιστικής κληρονομιάς του τόπου τους.

Η πλατφόρμα, η οποία αναπτύχθηκε από μία διεπιστημονική κοινοπραξία εννέα εταιρών από πέντε ευρωπαϊκές χώρες, προσφέρει καινοτόμα εργαλεία, όπως τις εφαρμογές αφήγησης ιστοριών με ήχο 3D, επαυξημένης πραγματικότητας, εντοπισμού γεωγραφικής θέσης και συνεργατικών παιχνιδιών, που επιτρέπουν στους χρήστες να καταγράψουν εύκολα και με συναρπαστικό τρόπο τις εμπειρίες και τη γνώση τους για τον τοπικό πολιτισμό, διευκολύνοντας παράλληλα και την επαφή τους με την πολιτιστική παραγωγή σε ευρωπαϊκό επίπεδο.

Κατά τη διάρκεια του Τελικού Συνεδρίου PLUGGY θα λάβουν χώρα διαδραστικές παρουσιάσεις, ενδιαφέρουσες συζητήσεις καθώς και μία συναρπαστική έκθεση των τεχνολογιών και εφαρμογών PLUGGY. Θα παρουσιαστούν, επιπλέον, οι έξι νικητήριες εφαρμογές του PLUGGY App Challenge και θα ανακοινωθεί ο τελικός νικητής, ο οποίος θα λάβει το επιπλέον χρηματικό έπαθλο των 4.000 ευρώ.

Αποκορύφωμα του Συνεδρίου, το προγραμματισμένο live tour στην «Τεχνόπολις», όπου οι συμμετέχοντες θα έχουν την ευκαιρία να βιώσουν, μέσα από την χρήση των εφαρμογών PLUGGY, ιστορίες πολιτιστικής κληρονομιάς σχετικές με τον περιβάλλοντα χώρο και φτιαγμένες αποκλειστικά γι' αυτούς, αλλά και να μοιραστούν τη δική τους οπτική εμπειρία, κάνοντας χρήση της πλατφόρμας PLUGGY.

PLUGGY

EUROPEANS TO BECOME ONLINE HERITAGE CURATORS

Η συμμετοχή στο Συνέδριο είναι δωρεάν, αλλά απαιτείται η προ-εγγραφή των συμμετεχόντων μέσω της παρακάτω ηλεκτρονικής φόρμας, μέχρι τη Δευτέρα, 11 Νοεμβρίου το αργότερο:
<https://www.eventbrite.com/e/pluggy-final-event-registration-62350593303>

Για περισσότερες πληροφορίες σχετικά με το έργο PLUGGY, το πρόγραμμα του Συνεδρίου, αλλά και τη γενικότερη διοργάνωση παρακαλώ επισκεφθείτε τον παρακάτω σύνδεσμο: www.pluggy-project.eu

Επισκεφθείτε την πλατφόρμα PLUGGY στον σύνδεσμο www.pluggy.eu σήμερα και μοιραστείτε τις δικές σας ιστορίες πολιτισμού.

Μείνετε σε επαφή με το PLUGGY και στα social media:
Twitter: @PluggyProject
Instagram: @Pluggy_Eu
Facebook: @Pluggy_Eub
LinkedIn: @PLUGGY Group



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 726765.

Annex IV: Some of the final event tweets and posts

← **Tweet**

 **PLUGGY**
@Pluggy_Eu

Save the date for @Pluggy_Eu Final Event which will be held on 20/11/2019, @InnovAthens, #Greece! Register for free & learn more about how to use @Pluggy_Eu tools to create your exciting personalized cultural stories & share them with all of #Europe!
eventbrite.com/e/pluggy-final...



7:11 PM · Oct 18, 2019 · Twitter Web App

||| View Tweet activity

2 Retweets 5 Likes

🗨️ ↻️ ❤️ 📤

← **Tweet**

 **PLUGGY**
@Pluggy_Eu

Join @Pluggy_Eu Final Event & discover 🤖 the PLUGGY #socialmedia Platform, curatorial tool & #Apps 📱! The digital journey 🗨️ to the European #CulturalHeritage has started & PLUGGY is the #Tool which makes this experience extraordinary! Register here: eventbrite.com/e/pluggy-final...



10:45 AM · Oct 17, 2019 · Twitter Web App

||| View Tweet activity

4 Likes

🗨️ ↻️ ❤️ 📤

Tweet

PLUGGY @Pluggy_Eu

The Greek news portals are talking about @Pluggy_Eu !! Thank you 🙌 @EFSYNTAKTON for the article, we are so grateful for spreading the news about the @Pluggy_Eu Final Event, which will be held on **20/11/2019**, at @InnovAthens !!



Η πρώτη επίσημη παρουσίαση της Πλατφόρμας Κοινωνικής Δικτύωσης PLUGG... Ιστορικά και σύγχρονα μουσεία, κρυμμένα αξιοθέατα, διαφορετικές κουλτούρες, χρώματα και αρώματα και μία πλούσια ιστορία που μετρά αιώνες. efsyn.gr

4:52 PM · Nov 11, 2019 · Twitter Web App

View Tweet activity

2 Retweets 4 Likes

Tweet

PLUGGY @Pluggy_Eu

3 days left ! Honorary guests, the Deputy Head of Representation of the European Commission in Greece, Mr. #GeorgeMoschovis & the Director of the Office of the Deputy Minister of Digital Governance, Mr. #IoannisRentzos will open the proceedings of the @Pluggy_Eu Final Conference !!



1:38 PM · Nov 17, 2019 · Twitter Web App


View Tweet activity

3 Likes

Tweet

PLUGGY @Pluggy_Eu

We are opening the gates 🚪 of the @Pluggy_Eu Final Conference with a warm welcome 🐦 from our honored guest, #GeorgeMoschovis, Deputy Head of @EEAthina, #IoannisRentzos, Deputy Head of @EEAthina, Prof. Vasileiou, Director of #ICCS, @karaseitanidis & @Nikosf12.



10:48 AM · Nov 20, 2019 · Twitter for Android

View Tweet activity

3 Retweets 7 Likes

Giannis Karaseitanidis @karaseitanidis · Nov 20, 2019
Replying to @Pluggy_Eu @EEAthina and @Nikosf12
Who will not want to attend an event about #cultural #heritage and how people can participate in developing, sharing and discussing their own cultural stories? Thanks to @Pluggy_Eu for making this possible

Search Twitter

Relevant people

- PLUGGY** @Pluggy_Eu
An inventive social platform & a suite of smart apps designed to promote citizens' active involvement in safeguarding & enriching cultural heritage.
- Ευρωπαϊκή Επι...** @EEAth...
Αντιπροσωπεία της Ευρωπαϊκής Επιτροπής στην Ελλάδα - European Commission Representation in Greece | RT # endorsement | Επικεφαλής @EEAthina: @GMarkopouloti
- Giannis Karaseitanidis** @karaseita...
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4,008 Tweets
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Ζαγορακη
2,460 Tweets
- Trending in Greece
Greece
13.8K Tweets
- Trending in Greece
#coronavirus
425K Tweets
IN-PREP is Tweeting about this

Show more

Pluggy
Published by Nikos Frangakis (1) · 25 October 2019

It is a great honor to be hosted by the No1 selling newspaper in Greece, Η ΚΑΣΗΜΕΡΗΝΗ - Εμπόνηνη οκτώδη!

"The purpose of Pluggy is to integrate culture into everyday life, to create stories about cultural heritage but also the local traditions of the neighborhood, the city, the area where users live and to present all these stories to friends, associates, professionals in the field, as well as in a wider, European, and even global network of individuals and institutions", says Dr. Angelos Arnditis.

"We all know little monuments or historical traditions in our area for which we can create stories through the platform (https://www.pluggy.eu) and keep them alive over time", says Mr Nikos Frangakis.

If you want to learn more about Pluggy and its innovative tools then come and meet us at the Pluggy - Europeans to become online heritage curators Final Event!

November 20, 2019
Innovathens powered by Samsung, the #Innovation and #Entrepreneurship Hub of Τεχνόπολη Διόλου Αθηνών - Technopolis City of Athens in #Greece

Register now for free: <https://www.eventbrite.com/e/pluggy-final-event-registratio...>
#H2020 #collaborations #postculturalheritage #EuropeForCulture

KATHERINERI OR
Και ο πολιτισμός έχει... Facebook, της Τασούλας Καραϊσάκη | Kathimerini

816 People reached 76 Engagements 4 shares

Pluggy
Published by Nantia Skapetari (1) · 17 October 2019 · Athens

Pluggy is feeling excited at INNOVATHENS.

The digital journey of the #CulturalHeritage across Europe has started and Pluggy is the tool which makes this experience extraordinary! The time is now to register for PLUGGY's Final Conference in Greece and participate in a series of interactive discussions, exciting demonstrations and hands-on sessions about the PLUGGY Social Media Platform, curatorial tool and apps!

This Platform is the voice of citizens who want to become ambassadors of their country's Cultural Heritage or want to discover new #cultures and become #tourists in European cities!

Don't miss the opportunity to take this trip with us and learn more about how Pluggy works!

The Pluggy - Europeans to become online heritage curators Final Event will be held on November 20, 2019, at Innovathens, the #Innovation and #Entrepreneurship Hub of Τεχνόπολη Διόλου Αθηνών - Technopolis City of Athens, in #Greece.

Register for free here: <https://www.eventbrite.com/e/pluggy-final-event-registratio...>

We will be waiting for you!

PLUGGY FINAL CONFERENCE
Europeans to become online Heritage Curators
Athens, Greece

20 November 2019

1,867 People reached 165 Engagements 9 shares

Pluggy
Published by Nantia Skapetari (1) · 17 November 2019

Pluggy is feeling thankful.

Only 5 days left for the Pluggy - Europeans to become online heritage curators Final Conference where the Pluggy Social Network Platform and the innovative Pluggy applications will be unveiled to the public!

The Director of #ICCS #YannisVassiliou, the Technical Manager of the project, from iSenseGroup of #CCS - PLUGGY Coordination team, Mr. Giannis Karastandis, the Deputy Head of Representation of the Ευρωπαϊκή Επιτροπή στην Ελλάδα (European Commission in Greece), Mr. #GeorgeMoschovis, the Director of the Office of the Deputy Minister of Digital Governance, Mr. #IoannisRentzos and the Pluggy Project Manager, from iSenseGroup of #ICCS, Nikos Frangakis will open the proceedings of the final Conference. The aim is to familiarise the participants with PLUGGY's #Social Platform, curatorial tools, and applications!

Date: 20-21 November 2019
Location: Innovathens, Τεχνόπολη Διόλου Αθηνών - Technopolis City of Athens

Registration is still open! <https://www.eventbrite.com/e/pluggy-final-event-registratio...>

Find the programme here: <https://www.pluggy-project.eu/final-event/programme/>
#culturalheritage #H2020 #postculturalheritage #EuropeForCulture

PLUGGY FINAL CONFERENCE
Europeans to become online Heritage Curators
Athens, Greece

20 November 2019

EVENTBRITE.COM
PLUGGY Final Event
During the Final Event the project's consortium will unveil its findings and...

344 People reached 35 Engagements 13 shares

Pluggy is 🥳 feeling excited at Athens Voice (official).
Published by Nantia Skepetari [?] · 10 November 2019 · Athens · 🌐

🥳 Great news! Pluggy was featured by Athens Voice (official)! Dr. Angelos Amditis and Nikos Frangakis from I SenseGroup of ICCS presented the innovations of Pluggy and the smart tools provided to the citizens across #Europe to become ambassadors of their country's #CulturalHeritage !!

📌 The users of the Pluggy Social Media Platform and of the pluggable apps can now easily create their own stories of cultural heritage and share them with others interested in #history and local #cultures and #traditions.

Read the #interview 📺 and learn more about Pluggy !!

Come and meet Pluggy at the Pluggy - Europeans to become online heritage curators Final Event on 20 November at Innovathens 🇪🇺 !!

Register now to participate in the event:
<https://www.eventbrite.com/e/pluggy-final-event-registratio...>

#H2020 #postculturalheritage #EuropeForCulture
https://www.athensvoice.gr/.../594531_pluggy-anadeiknyei-tin-...



ATHENS BOOK

ATHENSVOICE.GR
Το Pluggy αναδεικνύει την πολιτιστική μας κληρονομιά
Η πλατφόρμα κοινωνικής δικτύωσης Pluggy είναι μία ευρωπαϊκή...

346 People reached 60 Engagements [Boost Post](#)

👍 Like 💬 Comment ➦ Share 🗨️

👍 Comment as Pluggy

Pluggy
Published by Nantia Skepetari [?] · 19 November 2019 · 🌐

👤 Thank you for your interest in meeting and discovering Pluggy !! The registrations for attending the Pluggy - Europeans to become online heritage curators Final Event exceeded all our expectations !! 🥳

🔒 Registration is now closed !!
But if you are interested in joining us you can still do it 🥳 cause we are very glad to inform you that the event will be streamed live for our friends across Europe 🥳🥳🥳🥳🥳🥳🥳🥳🥳 !!

<https://diavlos.grnet.gr/room/1482?eventid=7029>

Date: **20.11.2019**

Find the full programme here: <https://www.pluggy-project.eu/final-event/programme/>

#culturalheritage #H2020 #postculturalheritage #EuropeForCulture



DIAVLOS.GRNET.GR
INNOVATHENS - Κόμβος Καινοτομίας και Επιχειρηματικότητας της Τεχνόπολης του Δήμου Αθηναίων | Αίθουσα...

493 People reached 26 Engagements [Boost Post](#)

👍 Like 💬 Comment ➦ Share 🗨️


👍 Comment as Pluggy

Pluggy
@PluggyProject

Home Posts Photos Shop Community Videos Events About [Promote](#) Visit Ad Centre

Pluggy
Published by Nantia Skepetari [?] · 25 November 2019 · 🌐

We would like to share with you some of the best moments of the Pluggy Final Conference which took place on 20 November 2019 at Innovathens!! Thank you all for being there this special day for us !! A day of celebration when we had the opportunity to present to the wide public the Pluggy platform for European #CulturalHeritage and the applications which were built upon the idea of empowering European citizens to be actively involved in cultural heritage activities and act not only as observers but also as ambassadors of their country's #Culture and #History !!



366 People reached 44 Engagements [Boost Post](#)

👍 Like 💬 Comment ➦ Share 🗨️

👍 Comment as Pluggy

Pluggy is 🥳 feeling excited.
Published by Nantia Skepetari [?] · 25 November 2019 · 🌐

🥳 Another interesting article about Pluggy: Europe's first social networking

Learn More

694 458 1527
Typically replies within a few hours
[Send message](#)

<https://www.pluggy-p-> [Promote Website](#)

App Page
Suggest Edits

Page transparency See more
Facebook is showing information to help you better understand the purpose of a Page. See actions taken by the people who manage and post content.

Page created – 29 November 2016

Team Members

- Sophia Adam
- Nikos Frangakis

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English (UK) English (US) Ελληνικά - Shop Español

Information about Page Insights data

pluggy_eu

Save the Date PLUGGY Final Event

20 November 2019
Athens, Greece

EXPERIENCE A STORY LIKE NEVER BEFORE

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 726765

Προβολή στατιστικών **Πρωώθηση**

Αρέσει στο χρήστη **katyscerby** και **12 ακόμη**

pluggy_eu We are happy to announce that Pluggy's Final Event is approaching and will be held on 20th November 2019 in Athens, Greece! You can now start registering
here:<https://www.eventbrite.com/e/pluggy-final>

Nantia Skepetari
 Communications Officer at ISenseGroup
 2mo

Thank you for your interest in meeting and discovering Pluggy!! The registrations for attending the Pluggy - Europeans to become online heritage curators Final Event exceeded all our expectations!!


Registration is now closed!!
 But if you are interested in joining us you can still do it cause we are very glad to inform you that the event will be streamed live for our friends across Europe !!

<https://lnkd.in/gQFcv-4>

Date: 20/11/2019

Find the full programme here: <https://lnkd.in/g3Hp5zN>

#culturalheritage #H2020 #postculturalheritage #EuropeForCulture



PLUGGY FINAL CONFERENCE
 Europeans to become online
 Heritage Curators
 Athens, Greece

20 November 2019

INNOVATHENS - Κόμβος Καινοτομίας και Επιχειρηματικότητας της Τεχνόπολης του Δήμου Αθηναίων | Αίθουσα INNOVATHENS | PLUGGY Final Conference
 diavlos.gmet.gr

4

Like Comment

Nantia Skepetari
 Communications Officer at ISenseGroup
 2mo • Edited

From the ancient times and the mythical places that gave birth to Democracy, drama, arts and many more to the steps of tradition and modern culture... #PLUGGY (<https://lnkd.in/gZr-gWY>) was born to reflect the evolution of the human race and to highlight the greatness of the European #History and #Culture through interactive stories.

By using the innovative tools of #PLUGGY (social media platform, curatorial tool, pluggable applications), European citizens can become consumers, creators and maintainers of cultural heritage.

Don't waste time, register for the #PLUGGY Final Event and learn more about how you can use these tools to create your exciting personalized cultural stories and share your local knowledge and everyday experience with friends, associates and professionals!

Register for free here: <https://lnkd.in/gdXXVCK>

#H2020 #collaborations #postculturalheritage #EuropeForCulture



EUROPEANS TO BECOME HERITAGE CURATORS

20 November 2019
 Athens, Greece


PLUGGY FINAL CONFERENCE
 REGISTRATION IS OPEN

4

Like Comment

Nantia Skepetari
 Communications Officer at ISenseGroup
 2mo

Did you attend the #PLUGGY Final Conference on 20 November 2019 at #Innovathens? If not you have the chance to learn everything that happened during this day by reading the article of @It's Possible!! Thank you @It's Possibl...see more



PLUGGY: Παρουσιάστηκε το «Facebook του Πολιτισμού», σε ένα event στο κέντρο της Αθήνας
 itspossible.gr

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Annex V: PLUGGY Press Release in Greek issued by ICCS prior the final event



Δελτίου Τύπου

6 Νοεμβρίου 2019, Αθήνα

Η πρώτη επίσημη παρουσίαση της Πλατφόρμας Κοινωνικής Δικτύωσης για την Ευρωπαϊκή Πολιτιστική Κληρονομιά PLUGGY έρχεται στην Τεχνόπολη Δήμου Αθηναίων

ΕΠΙΣΕΥ, ΠΙΟΠ και Clío Muse ένωσαν τις δυνάμεις τους μαζί με 6 ακόμα Ευρωπαϊκούς εταίρους για να δώσουν τη δυνατότητα, σε πολίτες και επαγγελματίες, να συμβάλουν ενεργά στην προβολή και διάσωση της πολιτιστικής κληρονομιάς του τόπου τους, κρατώντας ζωντανή την Ευρωπαϊκή πολιτιστική παράδοση

Ιστορικά και σύγχρονα μουσεία, κρυμμένα αξιοθέατα, διαφορετικές κουλτούρες, χρώματα και αρώματα και μία πλούσια ιστορία που μετρά αιώνες. Το ταξίδι στις σπουδαιότερες και εντυπωσιακές πολιτισμικές γωνιές, διάσημες ή όχι, ανά την Ευρώπη απέκτησε ψηφιακές διαστάσεις και οι λάτρεις του πολιτισμού γίνονται οι πρεσβευτές της τοπικής πολιτιστικής κληρονομιάς, διαμορφώνοντας τις δικές τους ιστορίες που μπορούν να μοιραστούν μέσα από την πρώτη και μοναδική Πανευρωπαϊκή Πλατφόρμα προώθησης και ανάδειξης της, [PLUGGY](#), που πλέον παραδίδεται στους Ευρωπαίους πολίτες.

Έπειτα από τρία χρόνια έρευνας και ανάπτυξης έφτασε η στιγμή της πρώτης επίσημης παρουσίασης της ολοκληρωμένης Πλατφόρμας Κοινωνικής Δικτύωσης PLUGGY (Pluggable Social Platform for Heritage Awareness and Participation) στο ευρύ κοινό κατά τη διάρκεια του Τελικού Συνεδρίου PLUGGY με τίτλο: *“Europeans to become online heritage curators”*, που θα πραγματοποιηθεί στις 20 Νοεμβρίου 2019, στον Κόμβο Καινοτομίας και Επιχειρηματικότητας της Τεχνόπολης Δήμου Αθηναίων, INNOVATHENS powered by Samsung.

Μία σειρά διαδραστικών παρουσιάσεων, γόνιμων συζητήσεων, καθώς και μία συναρπαστική έκθεση των τεχνολογιών και εφαρμογών PLUGGY υπόσχονται να χαρίσουν στους συμμετέχοντες μία μοναδική εμπειρία πολιτιστικής κληρονομιάς και ψηφιακής τεχνολογίας. Οι συμμετέχοντες θα έχουν την ευκαιρία να χρησιμοποιήσουν τις εφαρμογές PLUGGY, να

περιηγηθούν ψηφιακά στις περισσότερες από 100 ιστορίες των εγγεγραμμένων χρηστών και στο πλήθος των διαδραστικών εκθέσεων που περιλαμβάνονται ήδη στην πλατφόρμα και ταυτόχρονα να δημιουργήσουν προσωπικές ιστορίες πολιτισμού για να αναδείξουν με την δική τους ματιά την πολιτιστική αξία της χώρα τους.

Παράλληλα, θα παρουσιαστούν οι έξι νικητήριες εφαρμογές του PLUGGY App Challenge και θα ανακοινωθεί ο τελικός νικητής, ο οποίος θα λάβει το επιπλέον χρηματικό έπαθλο των 4.000 ευρώ.

Οι εργασίες του Συνεδρίου θα κορυφωθούν με το προγραμματισμένο **live tour** στην **Τεχνόπολη Δήμου Αθηναίων**, όπου οι συμμετέχοντες θα έχουν την ευκαιρία να βιώσουν, μέσα από την χρήση των εφαρμογών PLUGGY, ιστορίες πολιτιστικής κληρονομιάς σχετικές με τον περιβάλλοντα χώρο και φτιαγμένες αποκλειστικά γι' αυτούς, αλλά και να μοιραστούν τη δική τους οπτική εμπειρία κάνοντας χρήση της πλατφόρμας PLUGGY.

Στόχος της εκδήλωσης είναι η γνωριμία και η εξοικείωση των συμμετεχόντων με την πλατφόρμα PLUGGY και τα καινοτόμα εργαλεία εξιστόρησης που την πλαισιώνουν και απευθύνονται τόσο στους απλούς πολίτες, όσο και στις ευρύτερες κοινωνικές και πολιτιστικές ομάδες, επιχειρήσεις, μουσεία, πολιτιστικά ιδρύματα αλλά και δημόσιους και ιδιωτικούς τοπικούς φορείς. Τα εργαλεία αυτά είναι:

1) Η Πλατφόρμα Κοινωνικής Δικτύωσης (**Social Platform**), η βασική πύλη για την πρόσβαση στις ιστορίες και στις εμπειρίες του PLUGGY: <https://www.pluggy.eu>

2) Το Συγγραφικό Εργαλείο (**The Curatorial Tool**), μέσω του οποίου οι πολίτες θα μπορούν να δημιουργούν τις πολιτιστικές εμπειρίες και τις ιστορίες τους συνδυάζοντας υλικό δικό τους, άλλων χρηστών ή και με συγγραφικό υλικό από ήδη διαθέσιμες ψηφιακές συλλογές και βιβλιοθήκες.

3) Οι **Εξυπνες Εφαρμογές (The Pluggable Apps)** που αποτελούν καινοτόμα, συμπληρωματικά εργαλεία εξιστόρησης. Σε αυτές περιλαμβάνονται η εφαρμογή επαυξημένης πραγματικότητας, που «ζωντανεύει» τις ιστορίες των χρηστών μέσω των κινητών τους με τη χρήση της κάμερας, η εφαρμογή εντοπισμού γεωγραφικής θέσης, μέσω της οποίας θα αναγνωρίζεται γεωγραφικά και θα χτίζεται η πληροφορία κάθε σημείου πολιτιστικού ενδιαφέροντος, η εφαρμογή αφήγησης ιστοριών με ήχο 3D, όπου οι χρήστες θα μπορούν να ηχογραφούν τους ήχους που προσλαμβάνουν κατά τις επισκέψεις τους στους πολιτιστικούς χώρους και η εφαρμογή θα αναλαμβάνει να τους επεξεργαστεί και να τους δώσει 3D διάσταση και τέλος η εφαρμογή συνεργατικών παιχνιδιών, μέσω της οποίας οι χρήστες θα μπορούν να δημιουργούν εύκολα, γρήγορα και διασκεδαστικά τα δικά τους ψηφιακά παιχνίδια, χωρίς να απαιτούνται ιδιαίτερες γνώσεις προγραμματισμού.

Βασική επιδίωξη της Πλατφόρμας PLUGGY και των συμπληρωματικών εφαρμογών είναι να συμβάλλουν με τρόπο αποτελεσματικό και άμεσο στη δημιουργία ισχυρών δεσμών μεταξύ των Ευρωπαίων πολιτών και στην ανάπτυξη μιας κοινής Ευρωπαϊκής συνείδησης, υπό το πρίσμα της συνύπαρξης και αλληλεπίδρασης των λαών.

Το Ευρωπαϊκό έργο PLUGGY, το οποίο χρηματοδοτείται από την Ευρωπαϊκή Ένωση στο πλαίσιο του προγράμματος Horizon 2020, αποτελείται από μια κοινοπραξία 9 εταιριών από 5 χώρες.

Συντονιστής του έργου είναι το Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) της Σχολής Ηλεκτρολόγων Μηχανικών και Μηχανικών Υπολογιστών (ΣΗΜΜΥ) του Εθνικού Μετσόβιου Πολυτεχνείου (ΕΜΠ), και μεταξύ των ελληνικών συμμετοχών συγκαταλέγονται το Πολιτιστικό Ίδρυμα Ομίλου Πειραιώς (ΠΙΟΠ) και η πολυβραβευμένη startup Clío Muse.

Η συμμετοχή στο Τελικό Συνέδριο του PLUGGY, στις 20 Νοεμβρίου, είναι δωρεάν, αλλά απαιτείται εγγραφή με τη συμπλήρωση της σχετικής ηλεκτρονικής φόρμας, που είναι διαθέσιμη εδώ: <https://www.eventbrite.com/e/pluggy-final-event-registration-62350593303>

Περισσότερες πληροφορίες σχετικά με το έργο PLUGGY, αλλά και τη διοργάνωση, μπορείτε να βρείτε στο: www.pluggy-project.eu. Αναλυτικά το πρόγραμμα του Τελικού Συνεδρίου, [εδώ](#).

Σημειώσεις για τον Συντάκτη

Έναρξη: 1η Δεκεμβρίου 2016

Διάρκεια: 36 μήνες

Συνολικό κόστος: 2.374.437,50 €

Χρηματοδότηση Ευρωπαϊκής Επιτροπής: 2.374.437,50 €



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Συντονιστής: Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) Ελλάδα, <http://i-sense.iccs.ntua.gr/>

Εταίροι:



- Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) Ελλάδα, <http://i-sense.iccs.ntua.gr/>



- Vianet (VIA) Ιταλία, <http://www.vianet.it/>



- Technical University of Kosice (TUK) Σλοβακία, <http://www.tuke.sk/wps/portal>



- Universidad de Malaga (UMA) Ισπανία, <http://www.uma.es/>

Imperial College
London

- Imperial College London (ICL) Ηνωμένο Βασίλειο, <http://www.imperial.ac.uk/>



- XTeam Software Solutions (XTS) Ιταλία, <https://www.xteamssoftware.com/2018/>



- Piraeus Bank Group Cultural Foundation (PIOP) Ελλάδα, <http://www.piop.gr/>



- East Slovakian Museum (ESM) Σλοβακία, <http://www.vsmuzeum.sk/>



- Clio Muse Communications and Developments for Cultural Private Company (Clio) Ελλάδα, <https://cliomuseapp.com/>

Ιστοσελίδα:

www.pluggy-project.eu

Facebook: @PluggyProject

Twitter: @Pluggy_Eu

Μέσα κοινωνικής δικτύωσης:

LinkedIn: @PLUGGY

Instagram: @pluggy_eu

Για περισσότερες πληροφορίες παρακαλώ επικοινωνήστε:

Δρ Άγγελος Αμδίτης,

Συντονιστής Έργου, Διευθυντής Έρευνας ΕΠΙΣΕΥ-ΕΜΠ

Email: a.amditis@iccs.gr

Τηλ. επικοινωνίας: 210 772 2398

Annex VI: PLUGGY Press Release in Greek issued by ICCS after the final event



Δελτίου Τύπου

20 Νοεμβρίου 2019, Αθήνα

PLUGGY: Η πρώτη Πλατφόρμα Κοινωνικής Δικτύωσης για την Ευρωπαϊκή Πολιτιστική Κληρονομιά παραδόθηκε επισήμως στους πολίτες της Ευρώπης, στην Τεχνόπολη Δήμου Αθηναίων

ΕΠΙΣΕΥ, ΠΙΟΠ και Clio Muse μαζί με 6 ακόμα Ευρωπαίους εταίρους παρουσίασαν στο ευρύ κοινό τις τεχνολογίες και τις εφαρμογές PLUGGY για έξυπνες συσκευές. Η καινοτόμα ψηφιακή πλατφόρμα PLUGGY και οι τέσσερις συμπληρωματικές εφαρμογές τοποθετούνται στο παζλ του Ευρωπαϊκού Πολιτισμού, επιτρέποντας στους πολίτες να γίνουν οι ίδιοι πρεσβευτές της πολιτιστικής κληρονομιάς του τόπου τους. Με τρόπο εύκολο και προσίτο μπορούν να καταγράψουν τις εμπειρίες και τη γνώση τους για τον τοπικό πολιτισμό, συνεισφέροντας ουσιαστικά στην ανάδειξη της πολιτιστικής κληρονομιάς της Ευρώπης.

Τρεις διακεκριμένοι Ελληνικοί οργανισμοί, αφοσιωμένοι στην έρευνα, τη διαφύλαξη και την ανάδειξη του Πολιτισμού, σε συνεργασία με 6 ακόμα Ευρωπαίους εταίρους δημιούργησαν σε διάστημα τριών ετών ερευνητικής εργασίας και ανάπτυξης την 1^η online Πλατφόρμα Κοινωνικής Δικτύωσης αφιερωμένης στην πολιτιστική κληρονομιά όλης της Ευρώπης, [PLUGGY](#). Το «Facebook» του Πολιτισμού αποτελεί έργο του Ερευνητικού Πανεπιστημιακού Ινστιτούτου Συστημάτων Επικοινωνιών και Υπολογιστών ([ΕΠΙΣΕΥ](#)) του ΕΜΠ, του Δικτύου Μουσείων του Πολιτιστικού Ιδρύματος Ομίλου Πειραιώς ([ΠΙΟΠ](#)) και της πολυβραβευμένης startup [Clio Muse](#), σε σύμπραξη με 6 ακόμα Ευρωπαϊκούς οργανισμούς και επιχειρήσεις που δραστηριοποιούνται ενεργά στον χώρο της τεχνολογίας και του πολιτισμού. Η πλατφόρμα και τα συμπληρωματικά εργαλεία της παρουσιάστηκαν επισήμως στο ευρύ κοινό σε μία ανοιχτή εκδήλωση που πραγματοποιήθηκε την Τετάρτη 20 Νοεμβρίου 2019, στον Κόμβο Καινοτομίας και Επιχειρηματικότητας της Τεχνόπολης Δήμου Αθηναίων, INNOVATHENS Powered by Samsung.

Σπουδαία αξιοθέατα, διάσημα μνημεία, αλλά και μικρές άγνωστες τοπικές κουλτούρες και παραδόσεις ανά την Ευρώπη πρωταγωνιστούν σε ιστορίες που δημιουργούν οι ίδιοι οι χρήστες της πλατφόρμας, απλοί πολίτες, αλλά και επαγγελματίες που δραστηριοποιούνται στον τομέα του Πολιτισμού. Με τρόπο απλό, διαδραστικό και διασκεδαστικό μπορούν μέσα σε λίγα λεπτά να δημιουργήσουν πρωτότυπες ιστορίες πολιτιστικής κληρονομιάς και να μοιραστούν με τους υπόλοιπους χρήστες βιωματικές εμπειρίες και γνώση για τον τοπικό πολιτισμό, χρησιμοποιώντας μία σειρά από τεχνολογικά εργαλεία τελευταίας γενιάς, όπως οι εφαρμογές επαυξημένης πραγματικότητας. Με τον τρόπο αυτό μπορεί ο καθένας από απλός θεατής και παρατηρητής να γίνει δημιουργός πολιτισμικού περιεχομένου υψηλής αξίας και παράγοντας επιρροής στον χώρο του πολιτισμού.

Η πλατφόρμα Κοινωνικής Δικτύωσης PLUGGY (Pluggable Social Platform for Heritage Awareness and Participation), η οποία βρισκόταν σε πιλοτική λειτουργία εδώ και ένα χρόνο, πλέον παραδόθηκε στους λάτρεις του πολιτισμού και τους επαγγελματίες του χώρου. Η πλατφόρμα είναι ένα σύγχρονο εργαλείο προστασίας του πολιτιστικού και ιστορικού πλούτου που διαθέτει η κάθε χώρα και μέσω μετάδοσης γνώσης στις νεότερες γενιές με ένα ψηφιακό τρόπο, που ακολουθεί τις ανάγκες και το παλμό της σύγχρονης εποχής.

Την εκδήλωση άνοιξαν ως επίτιμοι καλεσμένοι ο Αναπληρωτής Επικεφαλής της Αντιπροσωπείας της Ευρωπαϊκής Επιτροπής στην Ελλάδα, κ. Γιώργος Μοσχόβης και ο Διευθυντής του Γραφείου του Υφυπουργού Ψηφιακής Διακυβέρνησης, κ. Ιωάννης Ρέντζος. Χαιρετισμούς απηύθυναν επίσης ο κ. Γιάννης Βασιλείου, Διευθυντής του ΕΠΙΣΕΥ, καθώς και ο Δρ. Γιάννης Καρασεϊτανίδης, Τεχνικός Διευθυντής της ερευνητικής ομάδας I-SENSE του ΕΠΙΣΕΥ, ενώ ο κ. Νίκος Φραγκάκης, Ερευνητής του ΕΠΙΣΕΥ και κεντρικός ερευνητής του έργου PLUGGY εισήγαγε τους συμμετέχοντες στις καινοτομίες και τις Τεχνολογίες του PLUGGY.

«Στόχος της πλατφόρμας είναι να ενώσει τους Ευρωπαίους Πολίτες κάτω από έναν κοινό σκοπό, την προαγωγή και τη προστασία της πολιτιστικής κληρονομιάς, που αποτελεί την ταυτότητα κάθε χώρας. Πιστεύουμε ότι αυτό το “πάντρεμα” παράδοσης και ψηφιακής τεχνολογίας μέσα από μηχανισμούς και διαδικασίες συμμετοχικής δημοκρατίας αποτελεί το κλειδί για τη διατήρηση της πολιτιστικής κληρονομιάς κάθε λαού και στις επόμενες γενιές και το στοιχείο αυτό ήταν που μας ώθησε να εργαστούμε με επιτυχία πάνω στο συγκεκριμένο project», υπογράμμισε ο Δρ. Καρασεϊτανίδης.

«Θέλαμε να προσφέρουμε στους πολίτες της Ευρώπης ένα διαδραστικό και συνάμα διασκεδαστικό, σύγχρονο εργαλείο εξιστόρησης, που στόχο έχει να δώσει φωνή στους πολίτες και να τους κάνει πρεσβευτές της ίδιας τους της παράδοσης, της πολιτιστικής κληρονομιάς του τόπου τους. Αναγνωρίζοντας την απήχηση που σήμερα γνωρίζουν τα δημοφιλή μέσα κοινωνικής δικτύωσης, όπως το Facebook ή το Instagram, σκεφτήκαμε ότι ο καλύτερος τρόπος για να κρατήσουμε ζωντανή την ιστορία και την παράδοση των λαών ανά την Ευρώπη είναι να δημιουργήσουμε μία Πλατφόρμα Κοινωνικής Δικτύωσης, η οποία θα εμπλέκει ενεργά τους ίδιους τους πολίτες στη διαδικασία παραγωγής ποιοτικού πολιτιστικού περιεχομένου, λειτουργώντας ως ο συνδετικός κρίκος μεταξύ πολιτών διαφορετικών εθνικτήτων και κουλтурών. Η όλη διαδικασία μάλιστα αποκτά άλλη διάσταση με τις έξυπνες εφαρμογές, που πλαισιώνουν την πλατφόρμα και οι οποίες μετατρέπουν τις ιστορίες σε αληθινές βιωματικές εμπειρίες», τόνισε ο κ. Φραγκάκης.

Πλήθος κόσμου παρευρέθηκε στην εκδήλωση και ενημερώθηκε για τις καινοτομίες που το PLUGGY εισάγει στο χώρο της τεχνολογίας, ενώ μέσα από μία άκρως ενδιαφέρουσα συζήτηση στρογγυλής τραπέζης, την οποία απάρτιζαν μέλη από άλλα Ευρωπαϊκά Έργα με την ίδια στόχευση της προώθησης υλικών και άυλων περιουσιακών στοιχείων κληρονομιάς, άνοιξε ένας σημαντικός διάλογος για τη δυναμική της τεχνολογίας ως μέσο ανάδειξης του Πολιτισμού και ενεργής εμπλοκής των πολιτών στη διαμόρφωση πολιτιστικής συνείδησης. Η ενδυνάμωση των πολιτών να ανεβάσουν το δικό τους περιεχόμενο και να επεξεργαστούν ιστορίες γύρω από θέματα που θεωρούν ενδιαφέροντα είναι ένα ισχυρό εργαλείο για να κατανοήσουμε καλύτερα τον τρόπο με τον οποίο τα άτομα αντιλαμβάνονται την πολιτιστική κληρονομιά και τι θεωρούν σημαντικό.

Σημαντικό μέρος της εκδήλωσης αποτέλεσε και η Έκθεση, κατά την οποία οι ίδιοι οι δημιουργοί των εργαλείων του PLUGGY ξενάγησαν τους επισκέπτες στον κόσμο του PLUGGY, δίνοντάς τους την ευκαιρία να χρησιμοποιήσουν την Πλατφόρμα, αλλά και τις 4 συνοδευτικές εφαρμογές (PLUGGY3D, PLUGGY Pins, PlugSonic Suite and Games Hunter) και να δημιουργήσουν σε πραγματικό χρόνο τις δικές τους, προσωποποιημένες ιστορίες αφήγησης με εικόνα, ήχο και βίντεο σε 3 ή όχι διαστάσεις! Είχαν μάλιστα τη δυνατότητα να περιηγηθούν και να γνωρίσουν τα τρία από τα 10 Μουσεία του Δικτύου Μουσείων του Πολιτιστικού Ιδρύματος Ομίλου Πειραιώς (ΠΙΟΠ) που συμμετείχαν στο έργο: το Υπαίθριο Μουσείο Υδροκίνησης στη Δημητσάνα, το Μουσείο Περιβάλλοντος Στυμφαλίας καθώς και το Μουσείο Αργυροτεχνίας στα Ιωάννινα.







Η εμπειρία ενισχύθηκε με το *live tour* στο χώρο της Τεχνόπολης, όπου κάνοντας χρήση της περιηγητικής εφαρμογής του PLUGGY οι επισκέπτες βίωσαν μια ιστορία αποκλειστικά σχεδιασμένη για τους ίδιους με στόχο την καλύτερη γνωριμία τους με αυτή την τόσο σημαντική -ιστορικά και πολιτιστικά- γειτονιά της Αθήνας.

Στην έκθεση παρουσιάστηκαν παράλληλα και οι τεχνολογίες που έχουν αναπτυχθεί από τις ευρωπαϊκές πρωτοβουλίες CULTURAL GEMS, CultureLabs, CROSSCULT, EMOTIVE και RURITAGE με στόχο τη διατήρηση και προβολή της πολιτιστικής κληρονομιάς μέσω συμμετοχικών εργαλείων και μεθοδολογιών.

Το PLUGGY αποτελεί έργο χρηματοδοτούμενο από το ευρωπαϊκό πρόγραμμα «Ορίζοντας 2020» της Ε.Ε. και συντονίστηκε από την Ελλάδα και συγκεκριμένα από τον **Δρ. Άγγελο Αμδίτη**, διευθυντή Έρευνας στο Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) του ΕΜΠ και επικεφαλής της ερευνητικής ομάδας I-SENSE του ΕΠΙΣΕΥ.

Σημειώσεις για τον Συντάκτη

Έναρξη:	1η Δεκεμβρίου 2016
Διάρκεια:	36 μήνες
Συνολικό κόστος:	2.374.437,50 €
Χρηματοδότηση Ευρωπαϊκής Επιτροπής:	2.374.437,50 €
	 <p>This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 726765. Content reflects only the authors' view and European Commission is not responsible for any use that may be made of the information it contains.</p>
Συντονιστής:	Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) Ελλάδα, http://i-sense.iccs.ntua.gr/
Εταίροι:	
	<ul style="list-style-type: none"> Ερευνητικό Πανεπιστημιακό Ινστιτούτο Συστημάτων Επικοινωνιών και Υπολογιστών (ΕΠΙΣΕΥ) Ελλάδα, http://i-sense.iccs.ntua.gr/
	<ul style="list-style-type: none"> Vianet (VIA) Ιταλία, http://www.vianet.it/
	<ul style="list-style-type: none"> Technical University of Kosice (TUK) Σλοβακία, http://www.tuke.sk/wps/portal

	<ul style="list-style-type: none"> Universidad de Malaga (UMA) Ισπανία, http://www.uma.es/
	<ul style="list-style-type: none"> Imperial College London (ICL) Ηνωμένο Βασίλειο, http://www.imperial.ac.uk/
	<ul style="list-style-type: none"> XTeam Software Solutions (XTS) Ιταλία, https://www.xteamssoftware.com/2018/
	<ul style="list-style-type: none"> Piraeus Bank Group Cultural Foundation (PIOP) Ελλάδα, http://www.piop.gr/
	<ul style="list-style-type: none"> East Slovakian Museum (ESM) Σλοβακία, http://www.vsmuzeum.sk/
	<ul style="list-style-type: none"> Clio Muse Communications and Developments for Cultural Private Company (Clio) Ελλάδα, https://cliomuseapp.com/
Ιστοσελίδα:	www.pluggy-project.eu
Μέσα κοινωνικής δικτύωσης:	Facebook: @PluggyProject Twitter: @Pluggy_Eu LinkedIn: @PLUGGY Instagram: @pluggy_eu

Για περισσότερες πληροφορίες παρακαλώ επικοινωνήστε:

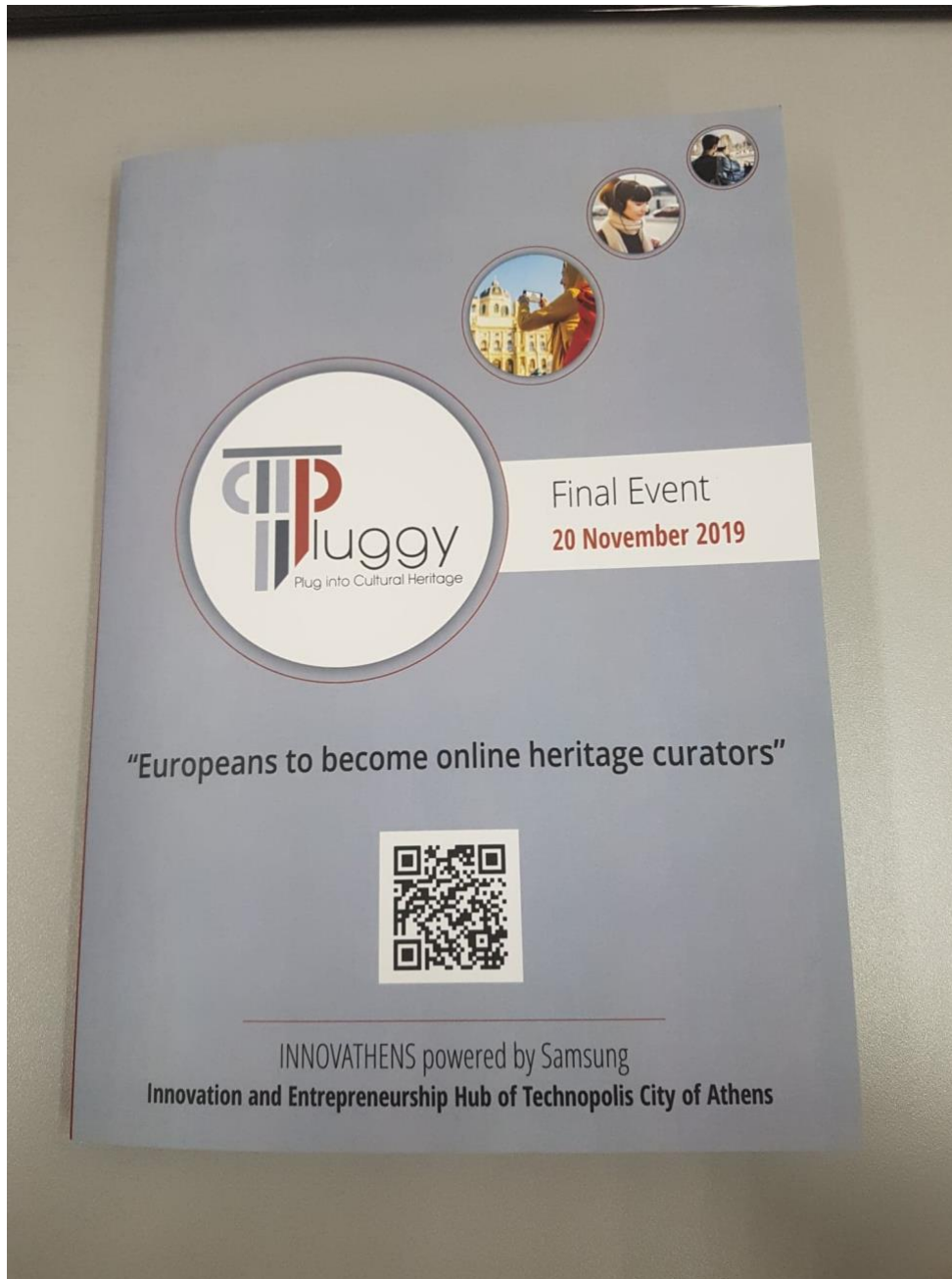
Δρ Άγγελος Αμδίτης

Συντονιστής Έργου, Διευθυντής Έρευνας ΕΠΙΣΕΥ-ΕΜΠ

Email: a.amditis@iccs.gr

Τηλ. επικοινωνίας: 210 772 2398

Annex VII: PLUGGY final event envelope & communication material





Annex VIII: PLUGGY Final Event Programme

PLUGGY Final Event Programme

“Europeans to become online heritage curators”

8.1.1 19 November 2019		
16.00-17.00	Reception (per invitation only)	
17.00-19.00	Networking session (per invitation only)	
8.1.2 20 November 2019		
9.00-10.00	Registration / Welcome Coffee / First visit to the exhibition	
10.00-11:00	Opening session	
10.00-10.05	Welcome to PLUGGY’s Final Event	<u>Yannis Vassiliou</u> , Director of ICCS, Greece Watch the recording
10.05-10.10	Setting the scene	<u>Giannis Karaseitanidis</u> , Technical Manager, I-SENSE Group of ICCS, PLUGGY Coordination team, Greece Watch the recording
10.10-10.25	Cultural Heritage goes...smart	<u>George Moschovis</u> , Deputy Head, Representation of the European Commission in Greece Watch the recording
10.25-10.40	Cultural heritage in the digital era	<u>Ioannis Rentzos</u> , Director, Deputy Minister’s office, Ministry of Digital Governance, Greece Watch the recording
10.40-11.00	PLUGGY Overview	<u>Nikos Frangakis</u> , Senior Researcher, ICCS, VR-AR Team Leader I-SENSE Group, PLUGGY Coordination team, Greece Watch the recording
11.00-13.00	Session I: “Towards a Pluggable Social Platform for Heritage Awareness and Participation: Key results”	

Moderator: Luis Molina-Tanco , Profesor Contratado Doctor, University of Málaga, Spain		
11.00-11.15	<i>“The PLUGGY Social Platform”</i>	Luis Molina-Tanco , Profesor Contratado Doctor, University of Malaga, Spain Watch the recording
11.15-11.30	<i>“Authoring Tool”</i>	Spyros Bolierakis , Researcher, Software Developer, ICCS, Greece Watch the recording
11.30-11.45	<i>“Behind the Curtain – Non Technical Introduction to Backend Services and Extendability”</i>	Peter Smatana , Researcher, Software Developer, Technical University of Košice, Slovakia Watch the recording
11.45-12.00	<i>“PLUGGY3D. Augmented Reality for cultural heritage”</i>	Arcadio Reyes-Lecuona , Associate Professor, University of Málaga, Spain Watch the recording
12.00-12.15	<i>“PLUGGY – Pins”</i>	Yiannis Nikolopoulos , CTO and co-founder, Clio Muse, Greece Watch the recording
12.15-12.30	<i>“PLUGGY Serious Games: new user engagement strategies in cultural heritage”</i>	Stefano Tamasceli , CEO and Founder, XTeam Software Solutions srls, Italy Watch the recording
12.30-12.45	<i>“PlugSonic – creating and interacting with 3D soundscapes”</i>	Lorenzo Picinali , Senior Lecturer, Imperial College London, UK Watch the recording
12.45-13.00	Questions & Answers	
13.00 – 14.00	Lunch break – exhibition walk and try it yourself demonstration	
14.00-14.20	App challenge: “Winner announcement & awards ceremony” Presentation: Nikos Frangakis , Senior Researcher, ICCS, VR-AR Team Leader I-SENSE Group Watch the recording	
14.20-15.30	Session: “EU advances for Cultural Heritage promotion: Best practices & lessons learned”	

	<p>Moderator: <u>Christodoulos Ringas</u>, Head of Research and Educational Programmes Dept. of the Piraeus Bank Group Cultural Foundation (PIOP)</p> <p>1Q' presentation of relevant projects</p> <p>“Pick out cultural and creative places in European cities: the CULTURAL GEMS app” – <u>Francesco Panella</u>, European Commission, Joint Research Centre (JRC), Ispra, Italy</p> <ul style="list-style-type: none"> • Watch the recording • “CultureLabs: Digital technologies and cultural heritage at the service of social innovation” – <u>Eirini Kaldeli</u>, National and Technical University of Athens, Greece • Watch the recording • “CROSSCULT: Empowering reuse of digital cultural heritage in context-aware crossroads of European history” – <u>Angela Antoniou</u>, University of Peloponnese, Greece • Watch the recording • “The EMOTIVE project – Exploring digital storytelling and social interaction to foster an emotional connection with cultural sites” – <u>Akrivi Katifori</u>, Researcher, ATHENA Research Center, Greece • Watch the recording, speech by Hara Stefanou • “Heritage for Rural Regeneration: the RURITAGE project” – <u>Elisa Conticelli</u>, Alma Mater Studiorum, University of Bologna, Italy • Watch the recording
	<p>1Q' presentations of industrial projects</p> <p>“PIOP’s Network of Museums” – <u>Christodoulos Ringas</u>, Head of Research and Educational Programmes Dept. of the Piraeus Bank Group Cultural Foundation (PIOP)</p> <ul style="list-style-type: none"> • Watch the recording • “Cultural organisations becoming social, The digital story of EMST”- <u>Kassiani Benou</u>, Arts and Cultural Manager / Communication Manager of the National Museum of Contemporary Art, Athens (EMST) • Watch the recording
15.30-16.00	Coffee Break – Demonstration of the winning applications
16.00-17.00	<p>Round table discussion: “Promoting local cultural heritage: Which is the way forward?”</p> <p>Moderator: <u>Nikos Frangakis</u>, Senior Researcher, ICCS, VR-AR Team Leader I-SENSE Group</p>
16.00-17.00	<p><u>Participants:</u></p> <ul style="list-style-type: none"> • <u>Francesco Panella</u>, Joint Research Centre, European Commission, Belgium • <u>Angela Antoniou</u>, University of Peloponnese, Greece • <u>Eric Cauchi</u>, Director and CEO Eternal Greece Ltd, specialist tour operating company, UK

	<p><u>Angeliki Peleki</u>, <i>Cultural Management Msc. Creative Europe Desk Greece, Directorate of International Affairs and European Union of the Hellenic Ministry of Culture and Sports</i></p> <ul style="list-style-type: none"> • <u>Yiannis Nikolopoulos</u>, <i>Co-founder and CTO of Clio Muse tours, Greece</i> <p>Watch the recording</p>	
17.00-17.05	<i>Closing Notes</i>	<p><u>Nikos Frangakis</u>, <i>Senior Researcher, ICCS, VR-AR Team Leader I-SENSE Group, PLUGGY Coordination team, Greece</i></p>
17.00-19.00	<i>Exhibition/demonstrations</i>	

Annex IX: PLUGGY final event Speakers



PLUGGY Final Event Speakers *“Europeans to become online heritage curators”*

20th November 2019

INNOVATHENS powered by Samsung, Technopolis City of Athens



George Moschovis, Deputy Head, Representation of the European Commission in Greece

George Moschovis is an economist and has been recently appointed deputy Head of the Representation of the European Commission in Greece. Having worked in academic, public and private institutions, he joined the Commission in 2006 and has served in various positions within the institution, mostly in the areas of macroeconomic forecasts and analysis, in designing and assessing economic adjustment policies and studying EU political economy. His academic work has been published in academic journals and European Commission’s publications.

[Watch his speech.](#)



Ioannis Rentzos, Director, Deputy Minister’s office, Ministry of Digital Governance

Mr. Rentzos has experience in digital investment strategy in both public and private sector connecting investors and businesses. Having sole focus on management, he has led major projects for many corporations across multiple sectors. He has also advised

enterprises on re-engineering, IT management, business development and innovation. He studied civil engineering at NTUA.

[Watch his speech.](#)



Yannis Vasiliou, Director of ICCS, Greece

Yannis Vasiliou is the Director of ICCS (ΕΠΙΣΕΥ) – Institute of Computer and Communication Systems of NTUA since 2009. Professor Emeritus, School of Electrical and Computer Engineering, National Technical University of Athens. Member of the Scientific Council of the Hellenic Parliament since 1987. He has served as Professor in the Department of Computer Science, University of Crete (1987-93) and Associate Professor in the Business School of New York University (Department of Information Systems) (1980-87). Director of the Institute of Informatics of the Foundation for Research and Technology Hellas (FORTH – ITE), (1985-1991).

[Watch his speech.](#)



Giannis Karaseitanidis, Technical Manager, I-SENSE Group of ICCS, PLUGGY Coordination team, Greece

Dr. Giannis Karaseitanidis is a senior researcher in the Microwaves and Fibre Optics Laboratory at ICCS. His research interests are in the field of human computer interaction with emphasis on presence. He has served as a project coordinator or a technical manager in various ICT related European projects on behalf of ICCS. He has published a number of articles in scientific journals and conferences while he has acted as a reviewer in several journals and conferences. From 2004 he has been managing the VR lab of NTUA and has been working in the fields of HCI and tracking within VEs. From 2013 he has been appointed as the Technical Manager of the I-SENSE Group.

[Watch his speech.](#)



Nikos Frangakis, Senior Researcher, ICCS, VR-AR Team Leader I-SENSE Group, PLUGGY Coordination team, Greece

Nikos Frangakis holds an M.Sc. in Electrical and Computer Engineering from the National Technical University of Athens (NTUA). He is currently a senior researcher in the [I-SENSE Group](#) of the Institute of

Communication and Computer Systems. His main interests consist of the technologies of Virtual and Augmented Reality and their various applications in different domains, like Cultural Heritage, Ergonomics, Training and Remote Support . He has been successfully involved in many European projects dealing with VR, including the [INTUITION NoE](#), [VR-Hyperspace](#), [ManuVAR](#), [Use it Wisely](#), [PASSME](#) and [Edcar](#). He is currently coordinating [PLUGGY](#) and [HYPERION](#).

Watch his speech for the [overview of PLUGGY](#) and the [presentation of app challenge](#).



Luis Molina-Tanco, Profesor Contratado Doctor, University of Malaga, Spain

Luis Molina-Tanco is a Lecturer at the University of Malaga and a researcher in DIANA group. He studied Telecommunication Engineering (BSc+MSc) at Universidad Politécnica de Madrid, worked in the Telecommunications Industry and then went back to Academia to undertake a Phd. in Computer Science at the University of Surrey (UK). In 2003 he joined the Department of Electronic Technology (DTE) of the University of Málaga, as Researcher and Lecturing Assistant, and as a Lecturer since 2007. Since 1996 he has worked in national and EU funded projects in the fields of HCI and pattern recognition, spanning applications in telemedicine, computer animation, robotics and virtual reality. He has participated in several EU projects, being the contact person for the University of Malaga in PLUGGY.

Luis' talk description: *The PLUGGY project aims to bridge the gap between general purpose social networks and existing repositories for heritage dissemination. This presentation will give an overview of how this aim was addressed, by explaining the main concepts behind the PLUGGY Social Platform, the main front end of the PLUGGY Project.*

[Watch his speech.](#)



Spyros Bolierakis, Researcher, Software Developer, ICCS, Greece

Spyros Bolierakis was born in 1982. He graduated from the Technical University of Crete (TUC) and he received his diploma from the department of Electronic and Computer Engineering School. His diploma Thesis was the “Modeling of an Integrated Combined Cycle system for electricity production using biomass as fuel”. Since 2015 he joined ICCS (I-Sense Group) as researcher and senior developer for the AR/VR- team. He has participated in many European and National research projects. Currently he is participating in the following projects: Pluggy (<https://www.pluggy->

[project.eu/](#)), Scent (<https://scent-project.eu/>), NextGen (<https://nextgenwater.eu/>), SafePass, SmartFlex.

[Watch his speech.](#)



Peter Smatana, Researcher, Software Developer, Technical University of Košice, Slovakia

Peter Smatana is a researcher and software developer at Technical University of Košice. He received his master degree in artificial intelligence, with main focus to natural language processing. He has been creating software professionally since 2005. During his career he participated on multiple commercial and EU funded projects.

[Watch his speech.](#)



Arcadio Reyes-Lecuona, Associate Professor, University of Málaga, Spain

Arcadio Reyes-Lecuona is an Associate Professor and the head of DIANA research group. He obtained his PhD degree in Telecommunication Engineering at the University of Málaga in 2001. He is a Telecommunication Engineer since 1995 (BSc + MSc equivalent) and Psychologist since 2017 (BSc+MSc equivalent). During the last 20 years, he has been working in VR, haptics, 3D interaction and 3D audio. He has participated in several EU and national projects and has been project manager in two national projects and contact person for the University of Malaga in four European projects. His research interests are in HCI in VR, including 3D interaction with reduced DoF and 3D binaural audio, being one of the coordinators of the 3D Tune-In audio toolkit, an open source library for 3D audio rendering (<https://github.com/3DTune-In/3dti-AudioToolkit>).

Arcadio's talk description: *the PLUGGY3D suite is a set of applications that allow to import, curate and experience AR and VR content within the PLUGGY Social Platform and Curatorial Tools. The PLUGGY3D suite includes the following applications: PLUGGY3D Create, PLUGGY3D Curate, PLUGGY3D Experience Web and PLUGGY3D Experience Mobile. Together they manage the content and functionality required to crowd source virtual exhibitions based on 3D objects.*

[Watch his speech.](#)



Yiannis Nikolopoulos, CTO and co-founder, Clio Muse, Greece

Yiannis Nikolopoulos In Oct. 2012 he co-founded Clio Muse PC: what started as a 3-people tour guide app startup, evolved to a 20 full-time employees company which runs a Software as a Service platform for anyone to publish and resell their digital self-guided tours. Since launching, Clio Muse has successfully hosted and curated over 160 tours in Greece, Italy, Spain and the US, while partnering with the Athens International Airport, Athens Biennale, Art-Athina, Municipality of Athens, American School of Classical Studies, Embassies (Netherlands & Germany) and the National Bank of Greece. Today, he is proud CTO in Clio Muse PC while also supervising the Operations, Marketing and Customer Care depts.

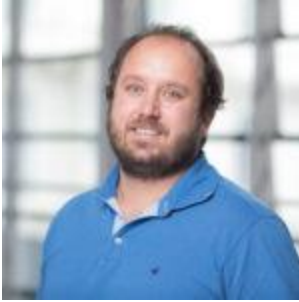
[Watch his speech at the final event.](#)



Stefano Tamascelli, CEO and Founder, XTeam Software Solutions srls, Italy

Stefano Tamascelli Stefano Tamascelli has graduated from the school of Software Engineering of the Padua University (Italy) in 2000. He has obtained a PhD degree in Artificial Intelligence and Neural Networks from the University of Padua in 2003. Stefano Tamascelli is the Managing Partner of XTeam Software Solutions, has designed and developed over 100 commercial products for Amiga, Windows, MacOS, Linux, Nintendo GameBoy Advance, Nintendo DS, Android, iOS, Flash, HTML5 and has worked on other projects/videogames as a consultant for Xbox, Xbox360, Xbox One Playstation 2, Playstation 3, PlayStation 4, PlayStationVita, Nintendo3DS, Nintendo Switch. He has also lead all the research projects of the company, such as GeniuX Photo EFX (award-winning photo editing software), 3D GeniuX, Extender (augmented reality awnings for outdoor), the Retaliation series for Forgotten Empires, The Ballad Singer and have a consolidated experience in H2020 projects with the participation on 6 projects (3D TuneIn, SCENT, PLUGGY, MCI, MCI2, Victor). Now he is working on artificial intelligence for the dementia's study and to improve the listen experience of people with hearing loss / cochlear implants.

[Watch his speech.](#)



Lorenzo Picinali, Senior Lecturer, Imperial College London, UK

Lorenzo Picinali is a Senior Lecturer in Audio Experience Design at Imperial College London. In the past years he has worked in Italy, France and UK on projects related with binaural spatialisation and spatial hearing, looking both at the theoretical side of things, and at applications in areas such as hearing aids technologies, auditory displays, audio and haptic interaction, auditory training and, more in general, acoustic virtual and augmented reality.

[Watch his speech.](#)



Francesco Panella, European Commission, Joint Research Centre (JRC), Ispra, Italy

Francesco Panella currently works at the European Commission's Joint Research Centre, supporting research and activities in the context of cultural and creative cities. He holds an MA in Culture, Policy and Management from City University in London and a BA in Disciplines of the Arts, Music and Entertainment from Università di Bologna.

[Watch his speech](#) and the [session he participated](#).



Eirini Kaldeli, National and Technical University of Athens, Greece

Eirini Kaldeli is a computer scientist and research associate at the Artificial Intelligence and Learning Systems laboratory of the National Technical University of Athens. She holds a PhD from the University of Groningen, where she has researched how automated planning methods can be applied in the field of Web Services. In the last years, she has been working on the design and development of tools for the aggregation, management, and creative reuse of digital cultural heritage. She has experience in technical and project management and is particularly interested in applications which can have a social impact. She is the coordinator of the CultureLabs project.

[Watch her speech.](#)

Angeliki Antoniou, University of Peloponnese, Greece



Dr Angeliki Antoniou was born in 1975 and is currently an Academic Laboratory Teaching Staff at the Department of Informatics and Telecommunications of the University of Peloponnese (Greece), an elected Assistant Professor at the Department of Archival, Library and Information Studies of the University of West Attica (Greece) and a honorary research staff at the Department of Information Studies of the University College London (UCL, UK). She has received a degree in Preschool Education from the University of Athens (Greece), and Bachelor of

Science in Social with Clinical Psychology from the University of Kent at Canterbury (UK). She has also obtained a Master of Science in Human Computer Interaction with Ergonomics (2001) from the University College London (UK) and a PhD in Educational Technologies for Museums from the Department of Computer Science and Technology (University of Peloponnese). In addition, Dr Antoniou is a concert pianist holding a degree in Music and a Piano diploma. She has numerous publications in international journals and conferences and she serves as a PC member and a referee in national and international conferences and international journals. Furthermore, she has participated in various national and European projects. She was also the scientific coordinator of the H2020 CROSSCULT project (Empowering reuse of digital cultural heritage in context-aware crosscuts of European history). Her research interests include cultural technologies, educational technologies, personalization, and visitor studies.

[Watch her speech](#) and [the session she participated](#).

Akrivi Katifori, Researcher, ATHENA Research Center, Greece



Akrivi Katifori Dr. Akrivi Katifori holds a PhD degree (An intelligent system for managing historical archive documents), a B.Sc. in Informatics and Telecommunications (2000) and an M.S.c. from the Department of Informatics and Telecommunications of the University of Athens (2003). She has participated in European and national RTD projects, including Papyrus, CHESS, WhoLoDancE and EMOTIVE and has authored several papers in different research areas of computer science, including information visualization, virtual museums and digital storytelling, digital libraries and personalization. Her scientific interests include mobile digital experiences, social interaction and personalization in cultural heritage.

[Watch the speech, given by Hara Stefanou.](#)



Elisa Conticelli, Alma Mater Studiorum, University of Bologna, Italy

Elisa Conticelli Elisa Conticelli is Junior Assistant Professor in Urban Planning at the University of Bologna, Italy. She holds a PhD from the University of Brescia in Space and time of the city and territory. Her research concerns planning procedures for boosting urban and rural regeneration, thus ensuring higher levels of urban and environmental quality. In this framework she has been working on urban and rural mobility for ensuring livable spaces, intermodality and walkability promotion, urban diagnostic procedures, rural regeneration through cultural heritage. She has been working in several European projects, such as [Ruritage](#), [Match-up](#), [Smart Pedestrian Net](#), [Educa4all](#), [Sure](#) and initiatives, such as the [Partnership Sustainable Land Use](#).

[Watch her speech.](#)



Christodoulos Ringas, Head of Research and Educational Programmes Dept. of the Piraeus Bank Group Cultural Foundation (PIOP)

Christodoulos Ringas is the Head of the Foundation's Research and Educational Programs Dept. Historian. He holds an MA in European History from the National Kapodistrian University in Athens (2006). He is the Project Manager and main coordinator of the Foundation's Research Programs on the country's industrial and cultural heritage and on cultural landscapes, and responsible for the Foundations CSR and sustainability practices.

[Watch his speech.](#)



Kassiani Benou, Arts and Cultural Manager / Communication Manager of the National Museum of Contemporary Art, Athens (EMST)

Kassiani Benou Arts and Cultural Manager / Communication Manager of the National Museum of Contemporary Art, Athens (EMST)

She was born and raised in Kalamata. Since 2006, she is responsible for the Communication, the Press, Sponsorships and Fundraising,

the Events and the International promotion of the National Museum of Contemporary Art, Athens (EMST). In NY, she realized her internships at great cultural institutions, at the New Museum (Intern at the Marketing, Communication and Special Events Department), at Lower Manhattan Cultural Council (LMCC) (Marketing and Communication Department) and Exit art. During that time she was also the NYC correspondent for the urban Greek Magazine OZON (monthly Publications- art columnist). She is a founding member of the Association “Diazoma”, an organization that focuses on the restoration and the promotion of the Ancient Greek theatres.

(Photo credit: George Alexandrakis/ Andreas Amarildo Topalis)

[Watch her speech.](#)



Eric Cauchi, Director and CEO Eternal Greece Ltd, specialist tour operating company, UK

Eric Cauchi His background is related to the Natural Sciences (Chemistry and Geoscience), he has always been attracted to - and inspired by - both archeology and cultural heritage. He has studied and travelled a lot with these key interests in mind, and has also been involved in authoring work that has appeared in archaeological magazines. He also has a related background as the director of a UK-based tour operating company specialising in cultural tours and he can thus approach cultural heritage from the users’ as well as the disseminators’ perspective.

[Watch the session he participated.](#)



Angeliki Peleki, Cultural Management Msc. Creative Europe Desk Greece, Directorate of International Affairs and European Union of the Hellenic Ministry of Culture and Sports

Angeliki Peleki, is a member of the Creative Europe Desk Greece & has over 10 years of professional experience in various fields of the cultural sector, such as event organisation, public relations, media & communication and administration. She has acquired experience in both the public and the private sector and is familiarised with working in multicultural environments and networking both at local and international levels. She speaks four foreign languages and her academic credentials include a Degree in Business Administration and a Master’s Degree in Media and Cultural Management.

[Watch the session.](#)